



Date 11/14/16

# “Elements Main Title” 1042-260 Board Team Final



- Board Team Final
- Network Approval Board 11/14/16
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Adam Muto

Storyboard by  
Hanna K. Nystrom

Animation Studio

# ADVENTURE TIME



Page 001

Sc. 001

Pnl. A

Bg.

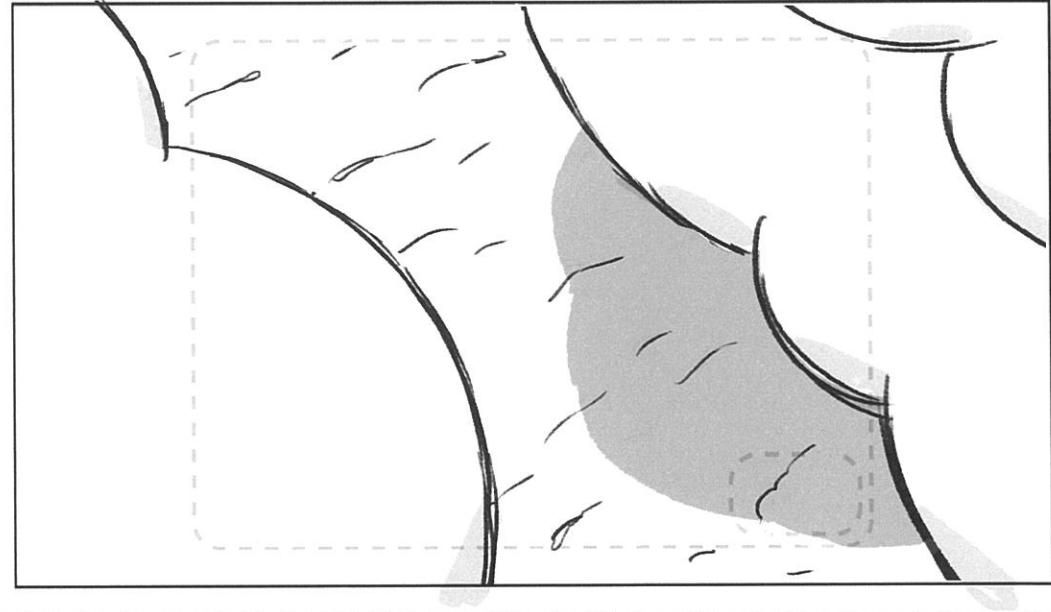
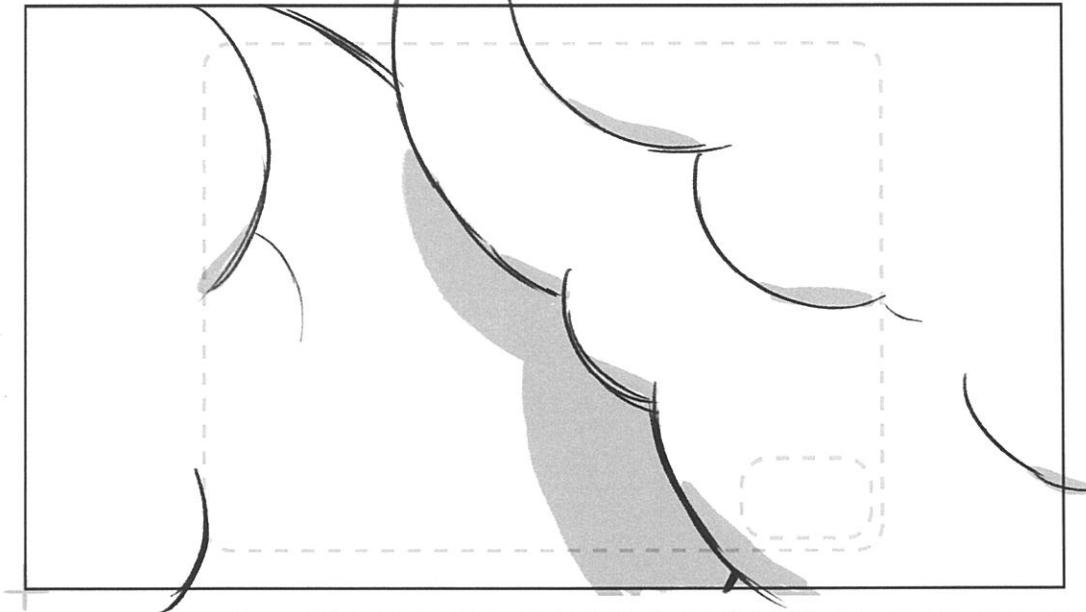
day night

Sc. 001

Pnl. B

Bg.

day night



Dialog:

Action:

- CAM. PUSHES THROUGH CLOUDS

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 002

Sc. 061

Pnl. C

Bg.

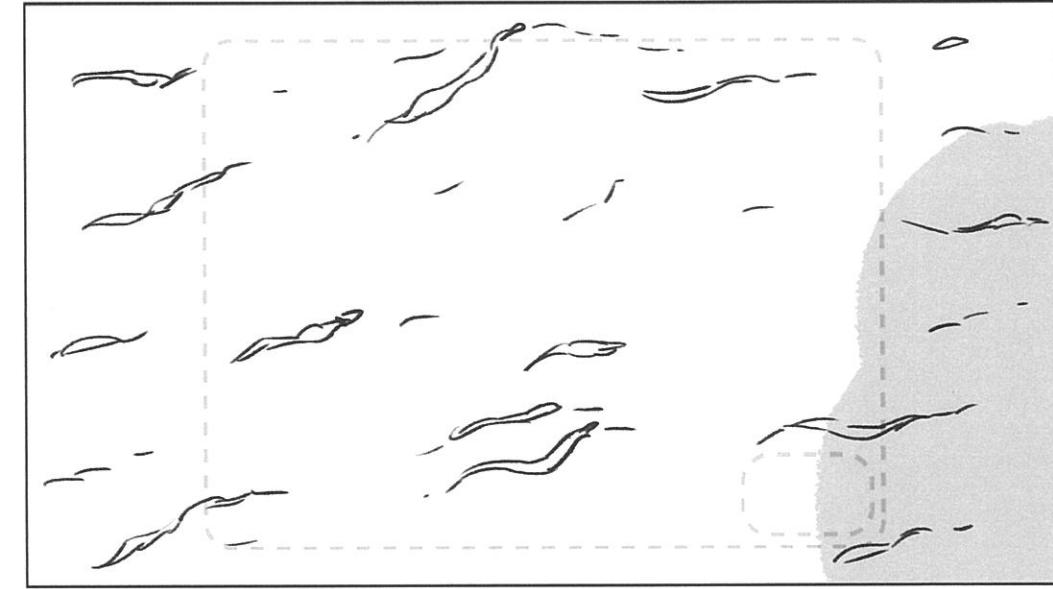
day night

Sc. 001

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 003

Sc. 001

Pnl. E

Bg.

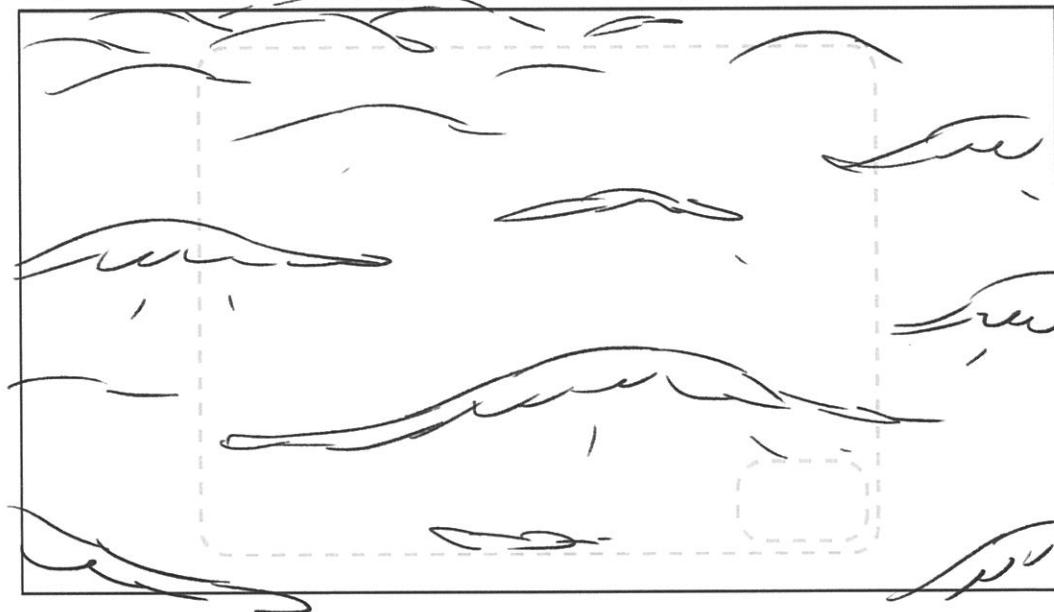
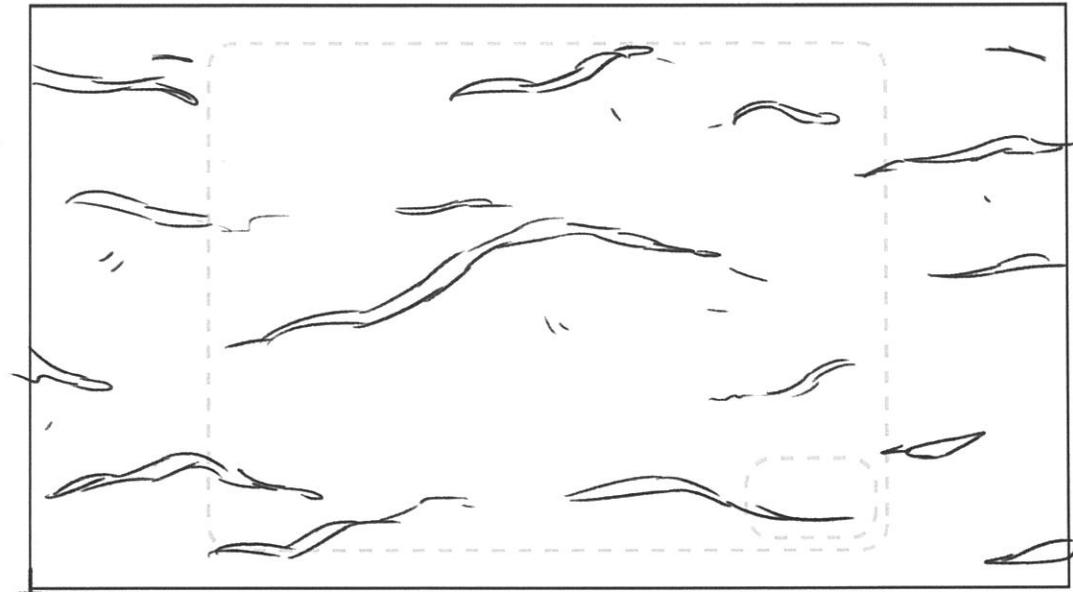
day night

Sc. 001

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:



Production :

EPISODE # 1042-260

# ADVENTURE TIME



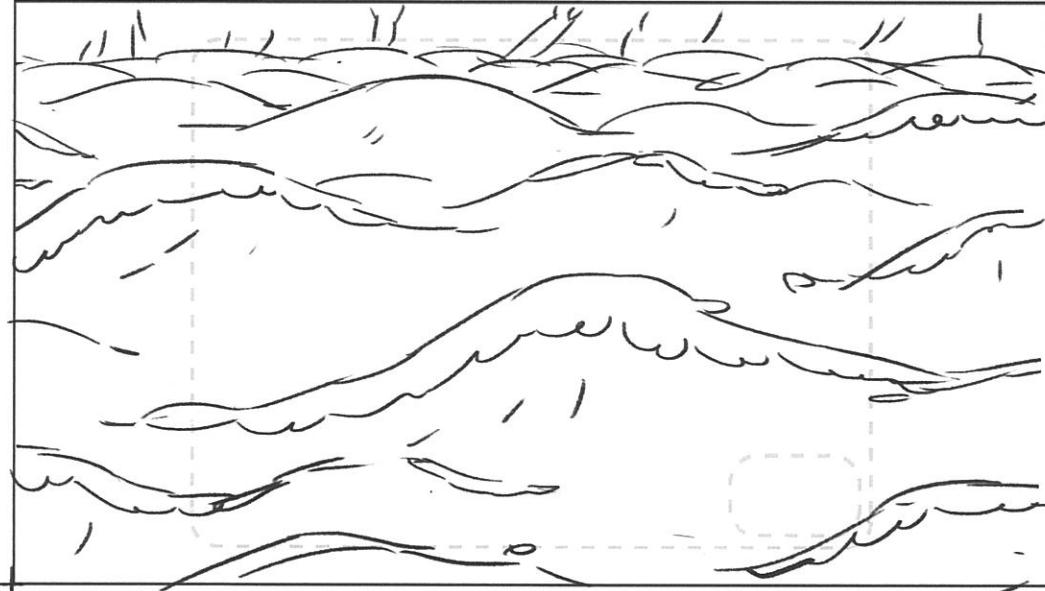
Page 004

Sc. 001

Pnl. G

Bg.

day night

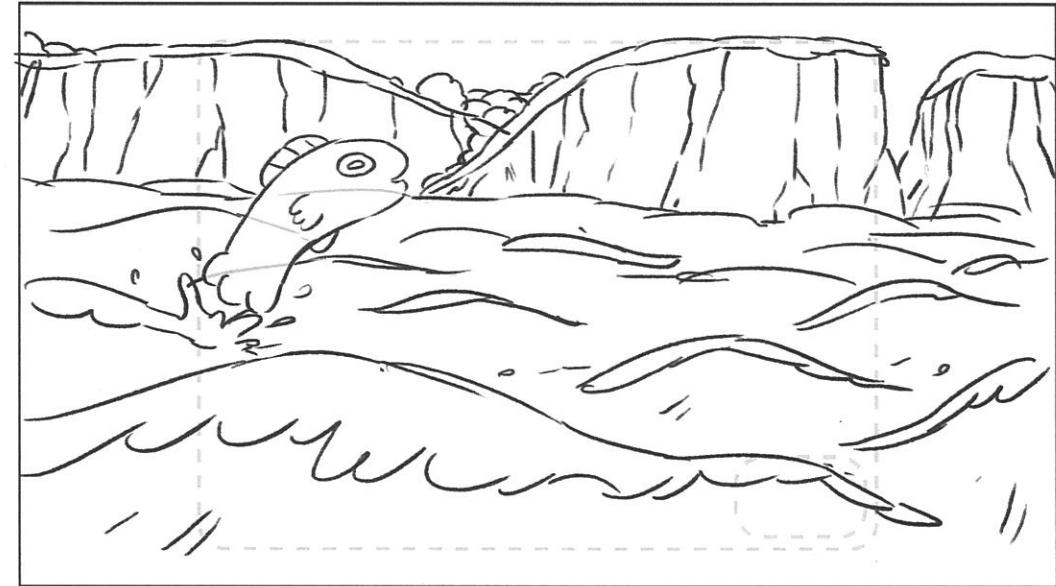


Sc. 001

Pnl. H

Bg.

day night



Dialog:



Action:

- TRANSLUCENT FISH  
BREACHES WATER.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



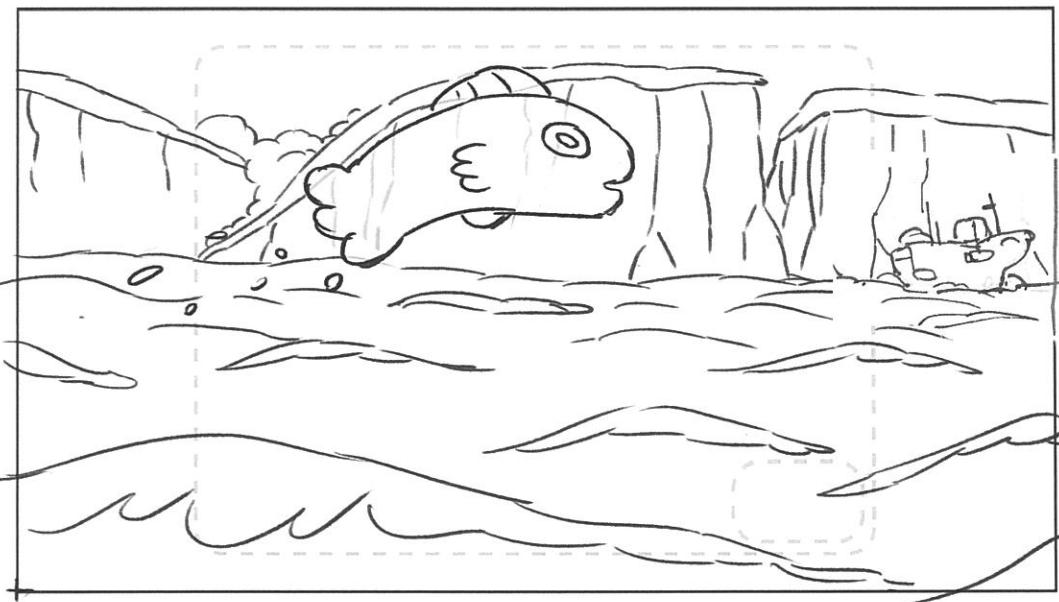
Page 005

Sc. 001

Pnl. 1

Bg.

day night

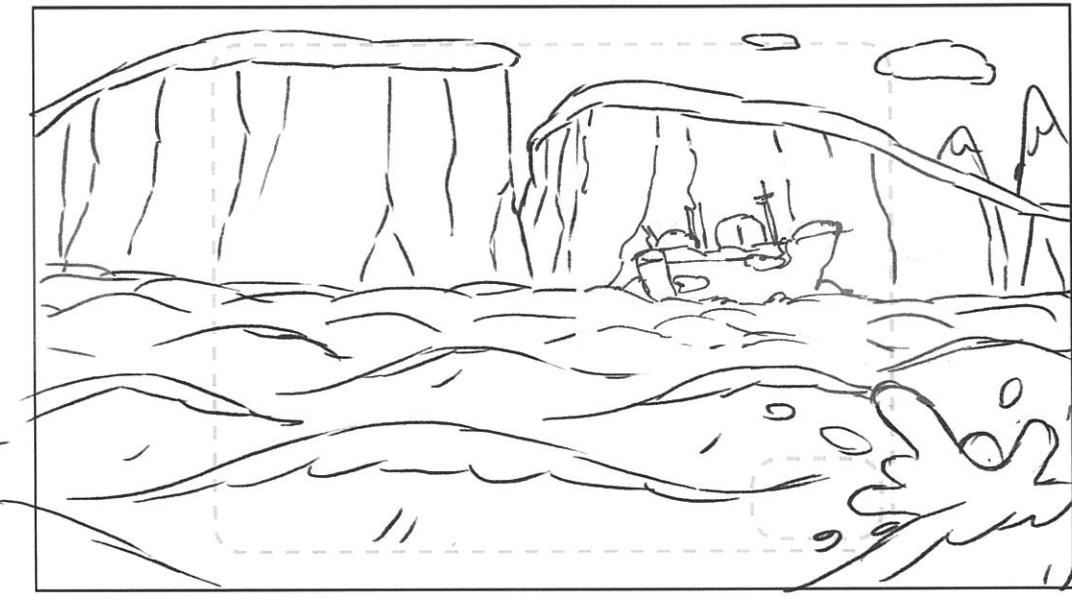


Sc. 001

Pnl. 3

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1042-260

Production :



# ADVENTURE TIME



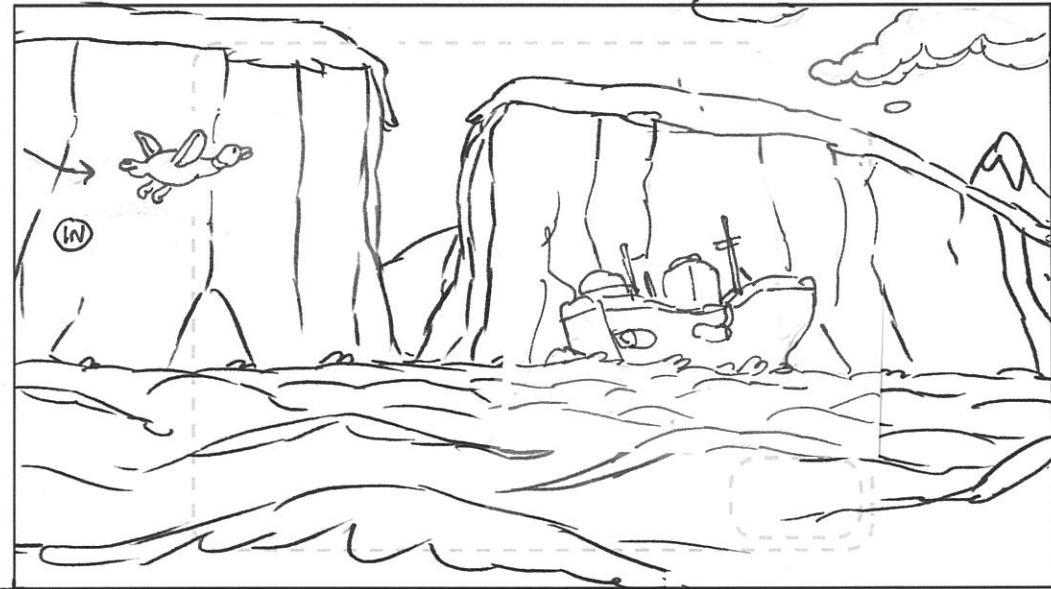
Page 006

Sc. 001

Pnl. ↙

Bg.

day night



Sc. 001

Pnl. ↖

Bg.

day night



Dialog:

Action:

-CANDY DUCK FLIES ON/S.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 007

Sc. 061

Pnl. M

Bg.

day night

Sc. 001

Pnl. N

Bg.

day night



Dialog:

Action:

-CANDY DUCK FLIES OFF/S.

-LEMONGRAB'S CAMEL PULLS WAGON ON/S

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 008

Sc. 001

Pnl. O

Bg.

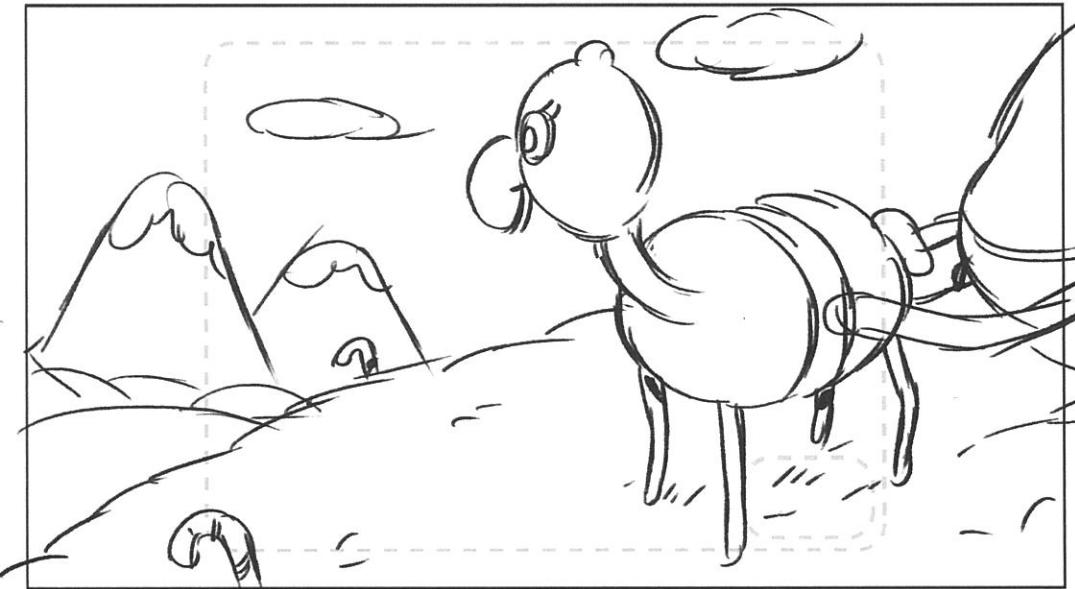
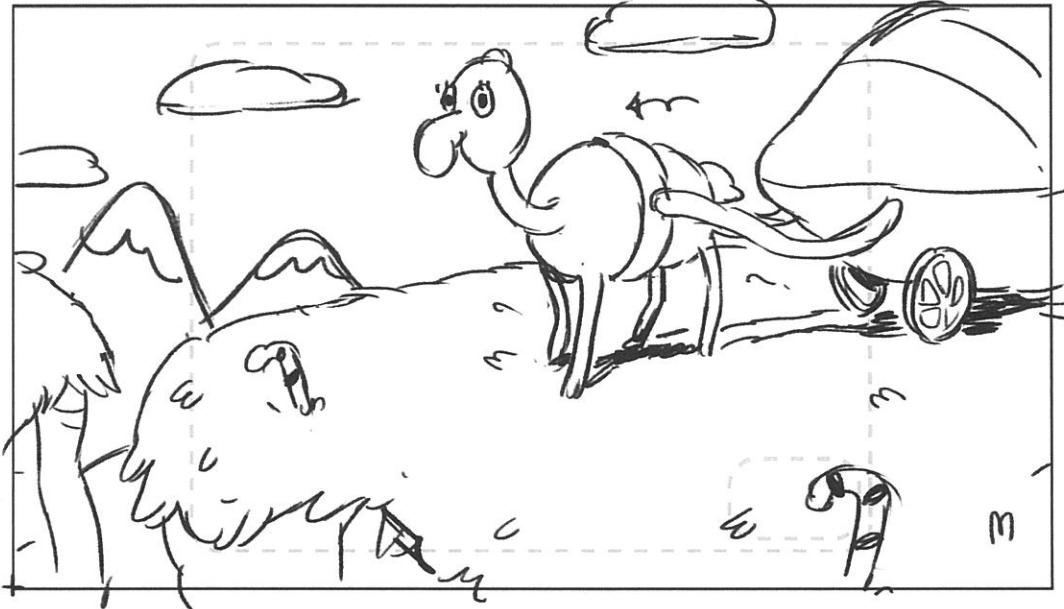
day night

Sc. 001

Pnl. P

Bg.

day night



Dialog:

Action:

- CAMEL TURNS HEAD.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



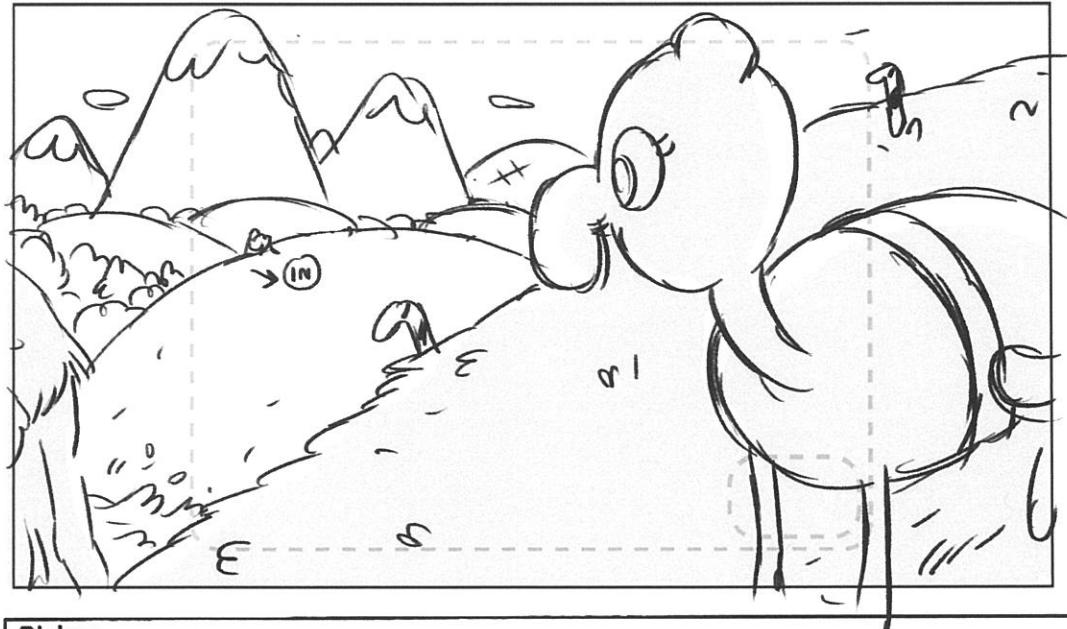
Page 009

Sc. 001

Pnl. Q

Bg.

day night

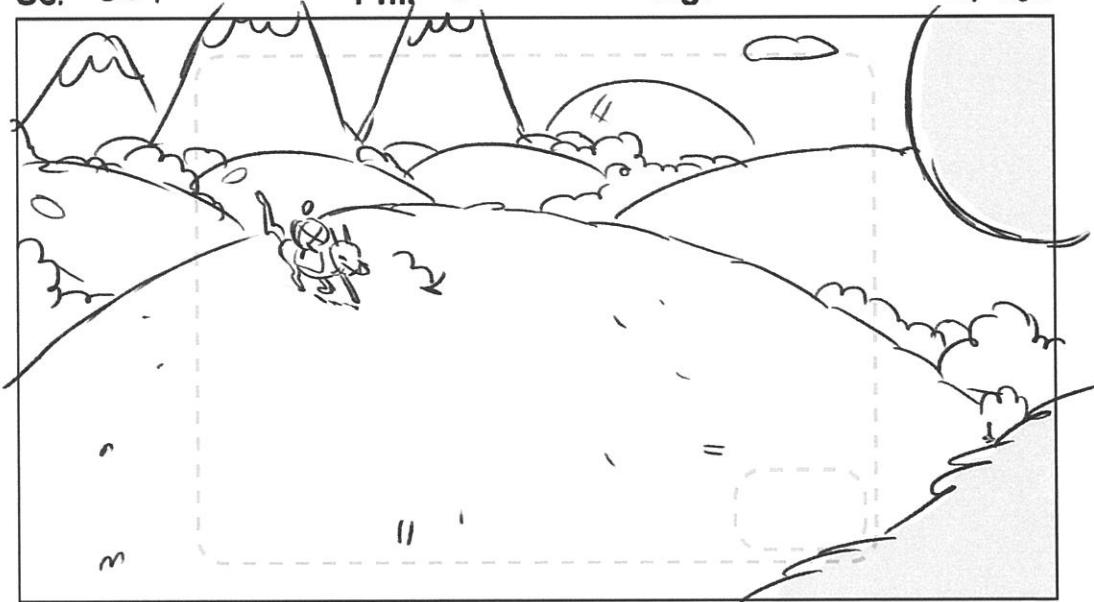


Sc. 001

Pnl. R

Bg.

day night



Dialog:

Action:

- CINNAMON BUN RIDES FIRE WOLF OVER HILL.

Timing:

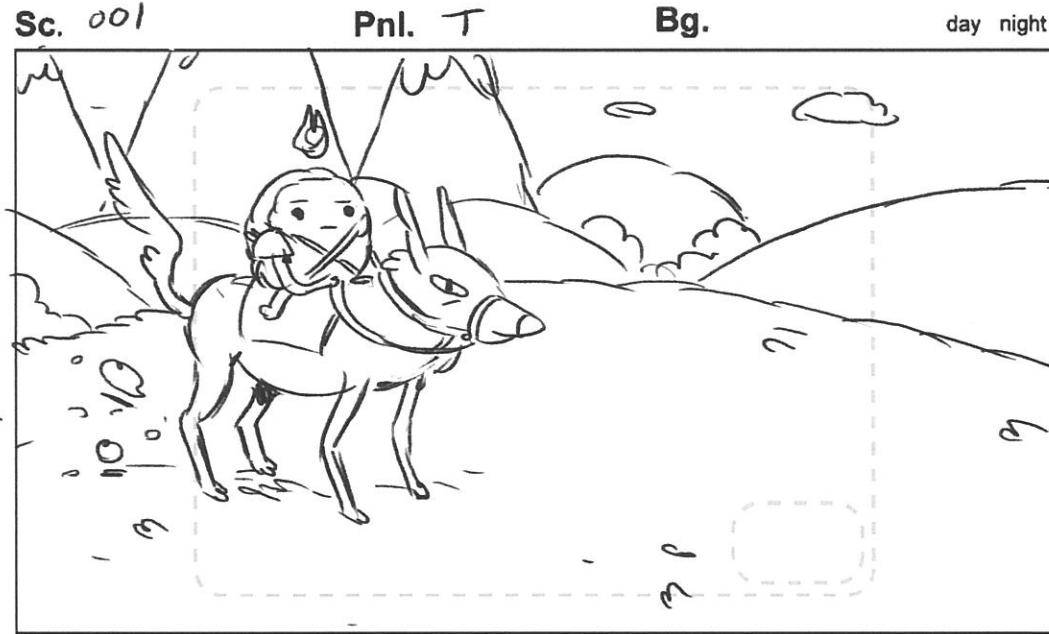
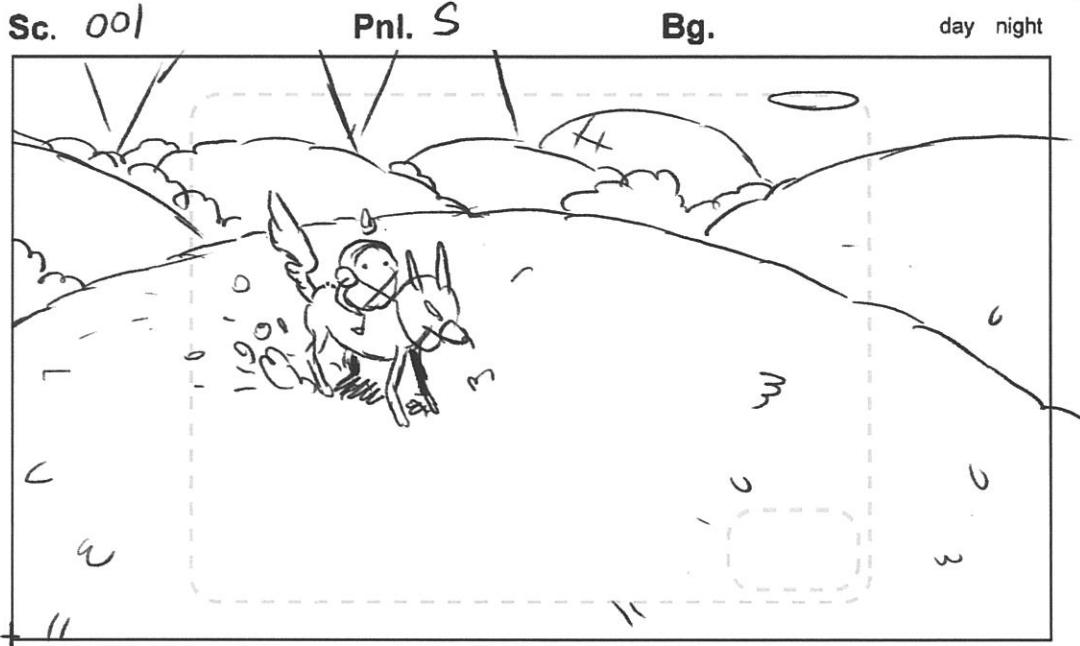
EPISODE # 1042-260

Production :

# ADVENTURE TIME



Page 016



Dialog:

Action:

-CB + WOLF STOP.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



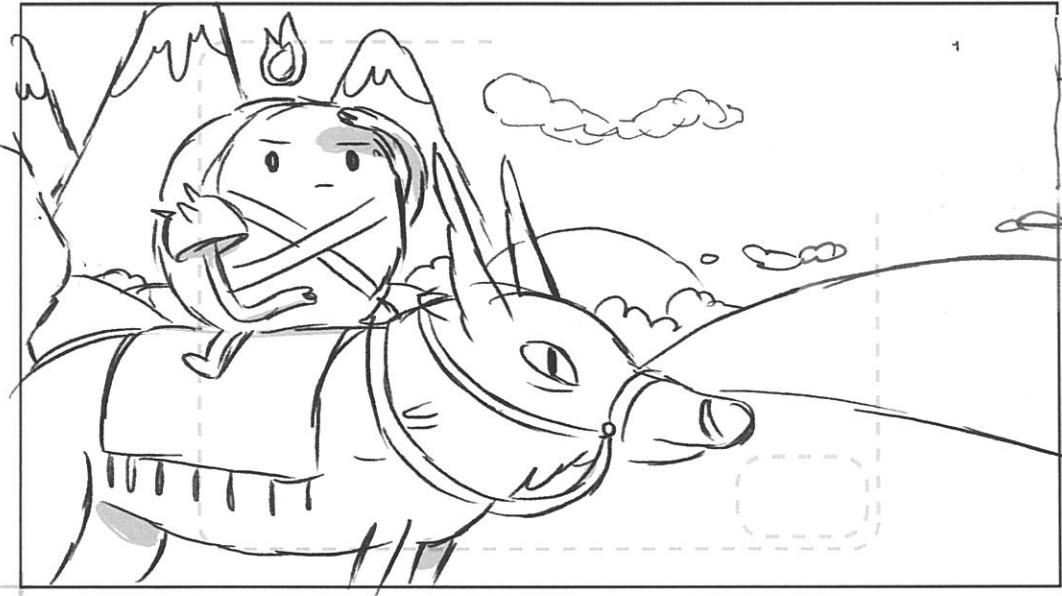
Page 011

Sc. 001

Pnl. U

Bg.

day night

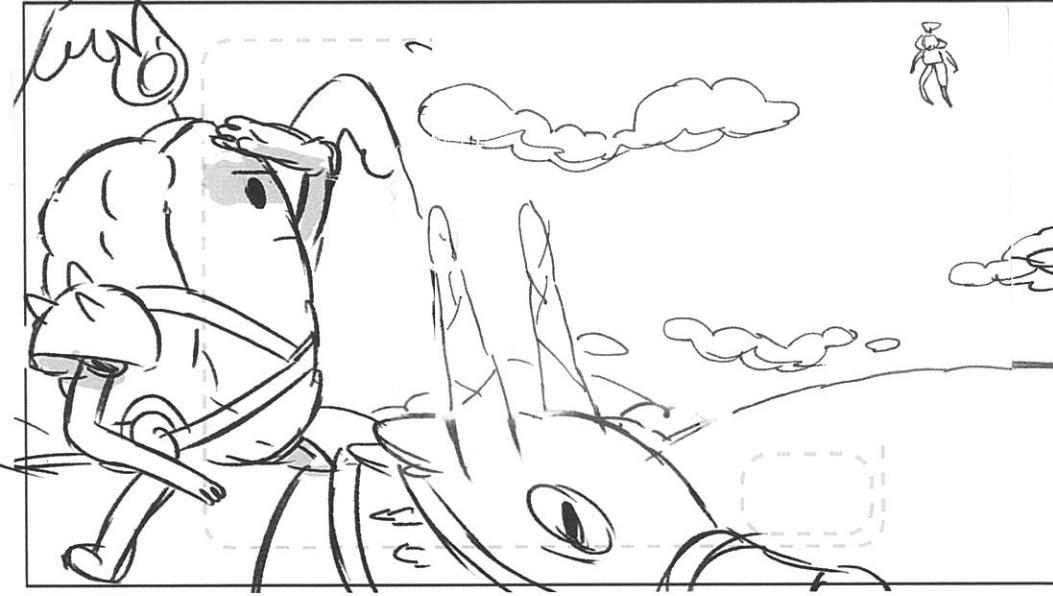


Sc. 001

Pnl. V

Bg.

day night



Dialog:

Action:

-CB SHADES EYES.

-CB TURNS.

-PATIENCE (W/ PROPELLER BEANIE) HOVERS IN AIR.

Timing:

EPISODE # 1042-260

Production :

# ADVENTURE TIME



Page 012

Sc. 001

Pnl. W

Bg.

day night

Sc. 001

Pnl. X

Bg.

day night



Dialog:



Action:

-PATIENCE  
RAISES HANDS.

-PATIENCE TURNS.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME

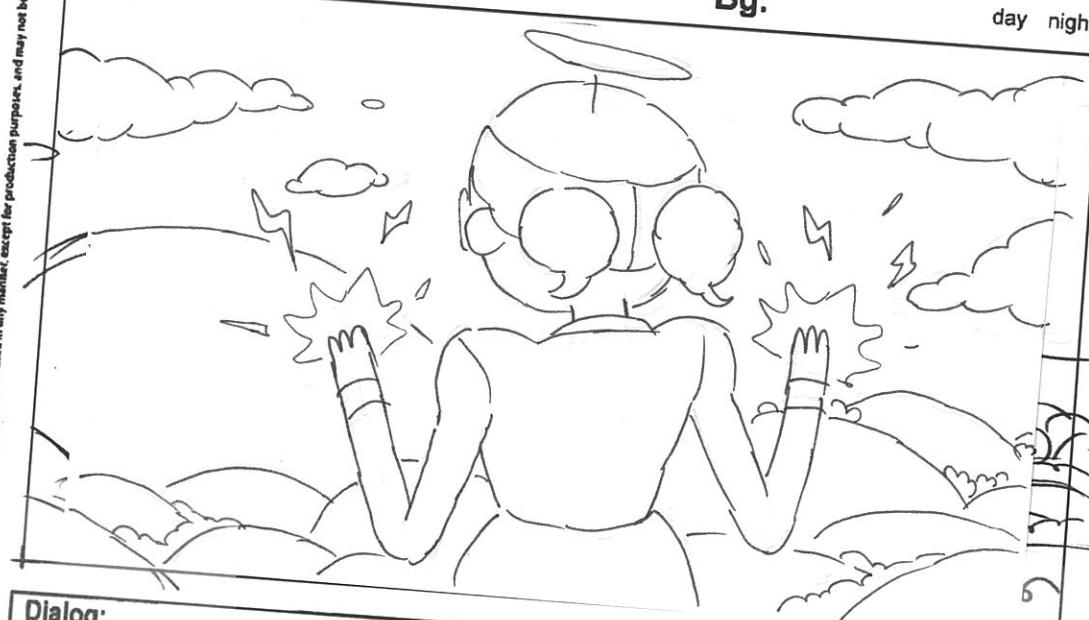
Sc. 001

Pnl. 4

Bg.



day night



Dialog:

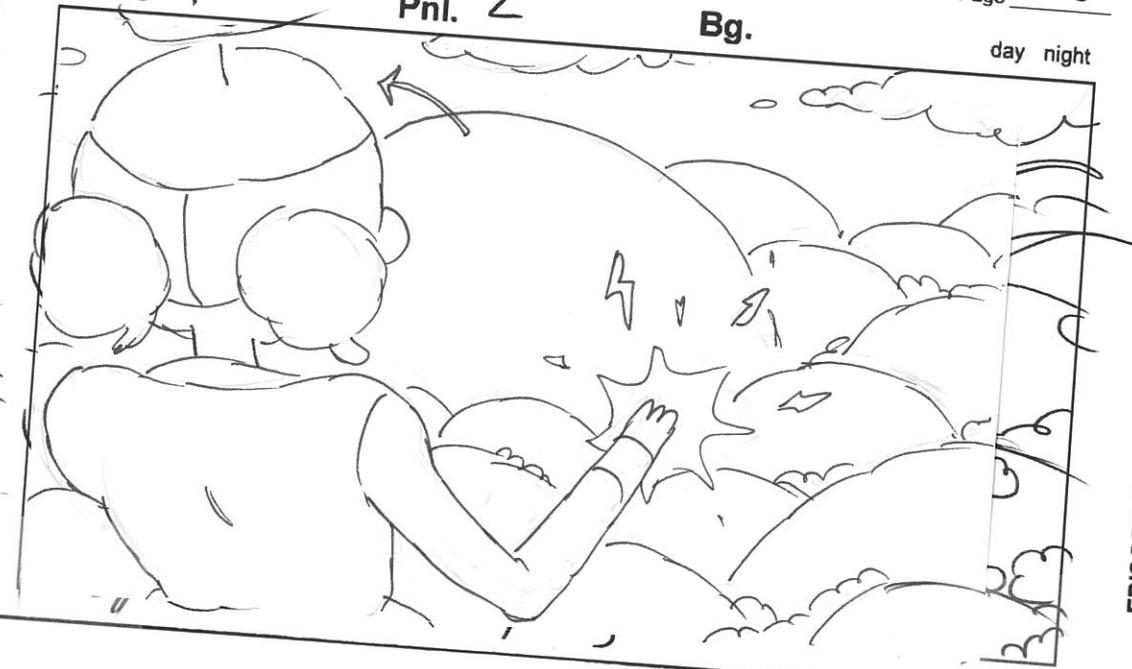
Sc. 001

Pnl. 2

Bg.

Page 013

day night



Action:

Timing:

EPIISODE # 1042-260

oduction :

# ADVENTURE TIME



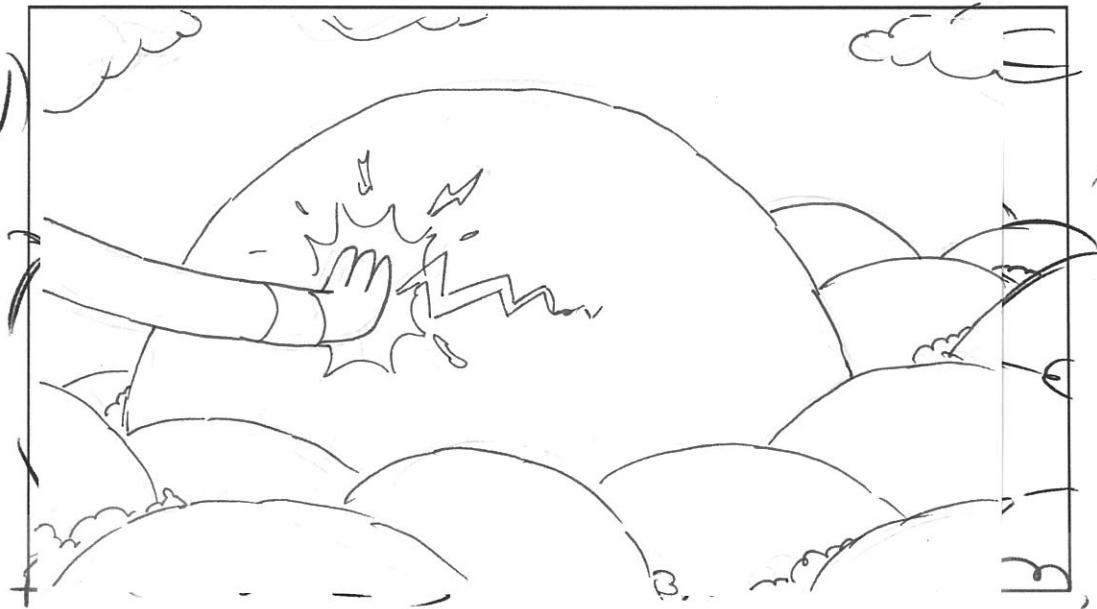
Page 014

Sc. 001

Pnl. AA

Bg.

day night

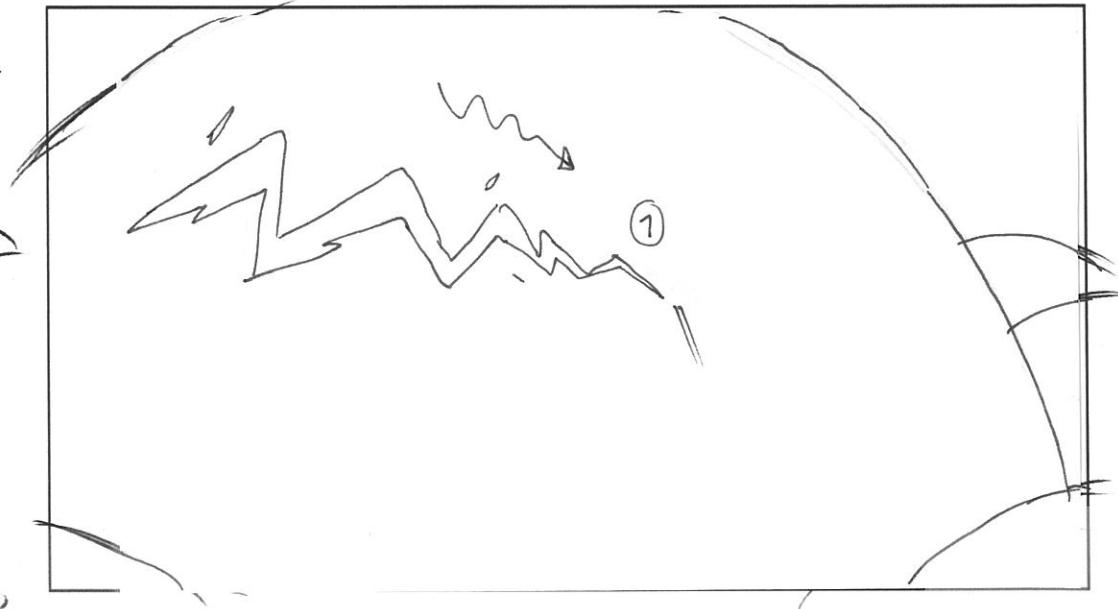


Sc. 001

Pnl. BB

Bg.

day night



Dialog:

Action:

-PATIENCE FIRES ICE BOLT  
AT ICE DOME / FORMS HOLE.



Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 015

Sc. 001

Pnl. CC

Bg.

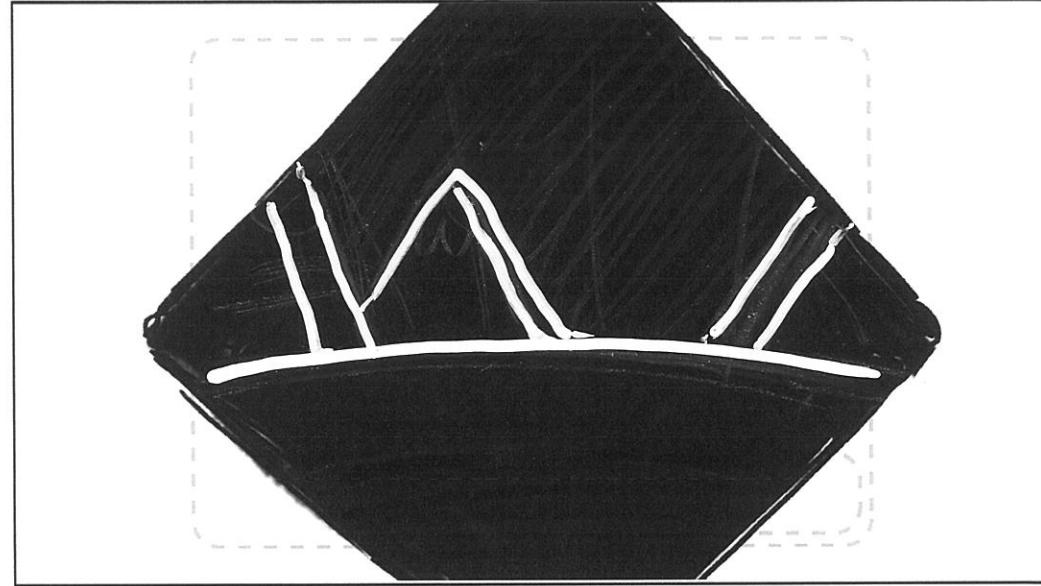
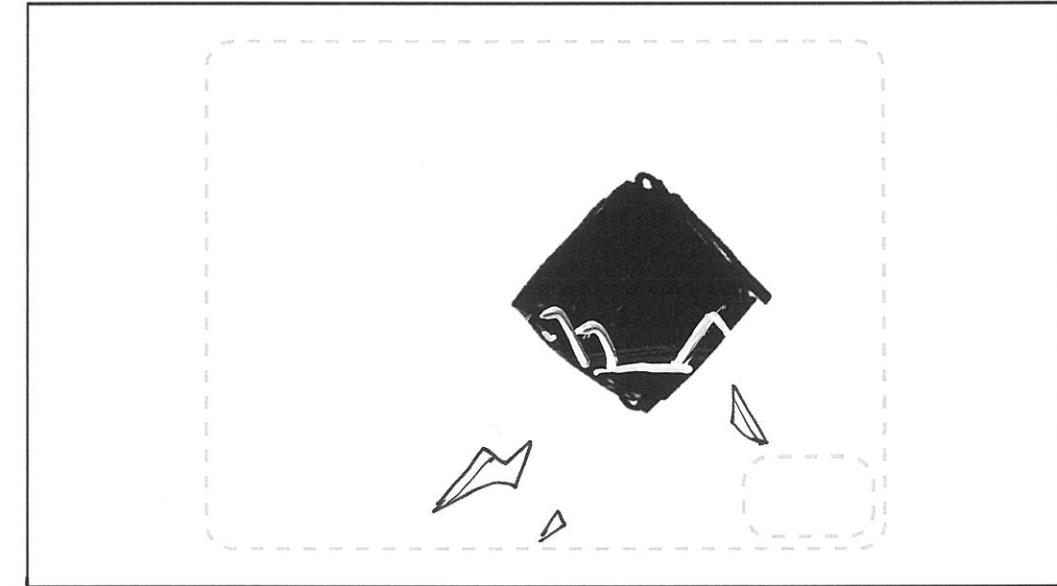
day night

Sc. 001

Pnl. DD

Bg.

day night



Dialog:

THESE SHAPES  
SHOULD BE  
VAGUE  
/SILHOUETTES

Action:

Timing:

EPISODE # 1042-260

Production :

# ADVENTURE TIME



Page 016

Sc. 001

Pnl. EF

Bg.

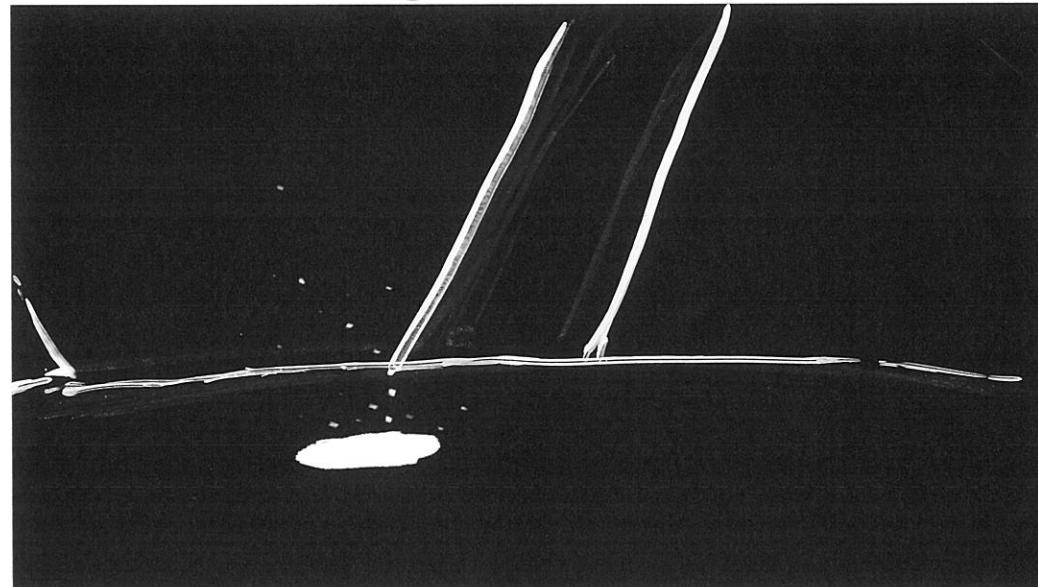
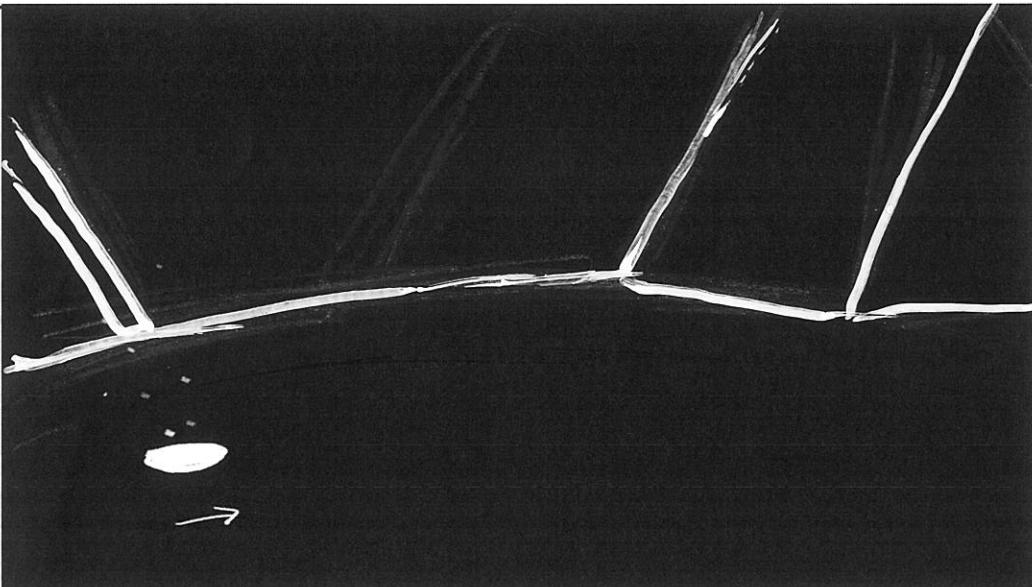
day night

Sc. 001

Pnl. FF

Bg.

day night



Dialog:

Action:

-BEAM OF LIGHT TRAVELS ACROSS GROUND.

Timing:

EPISODE # 1042-260

Production :

# ADVENTURE TIME



Page 017

Sc. 001

Pnl. GG

Bg.

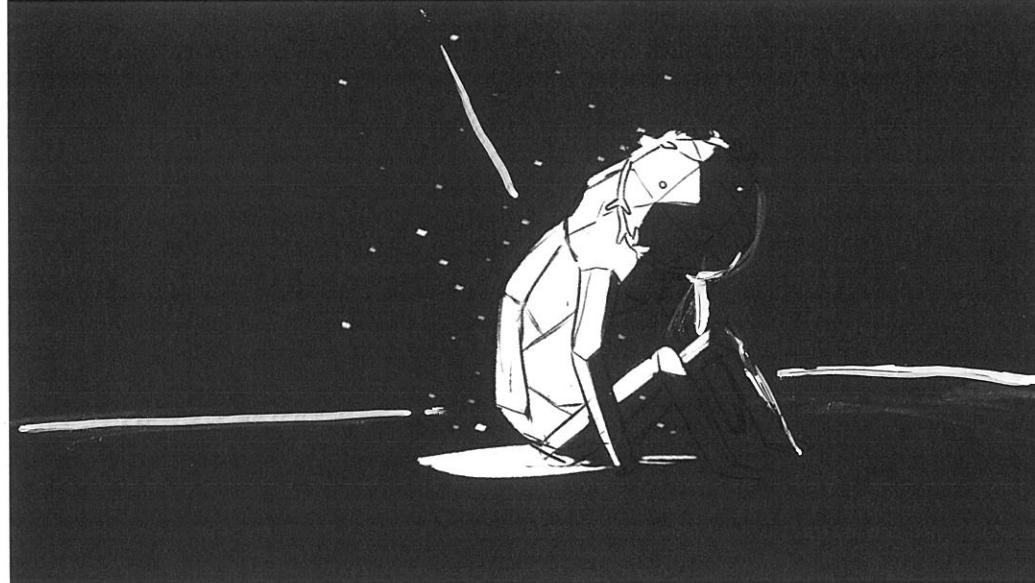
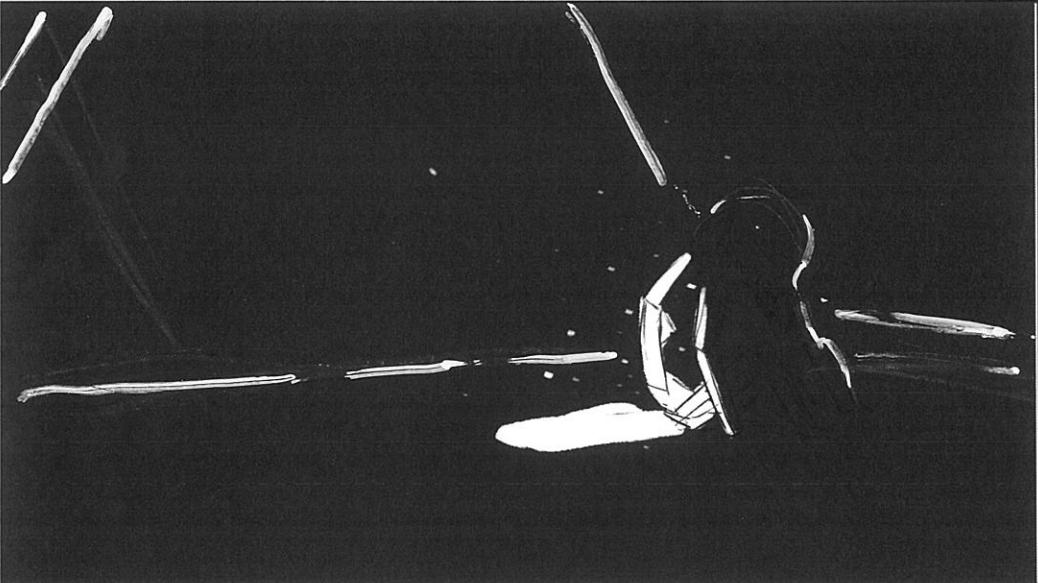
day night

Sc. 001

Pnl. HH

Bg.

day night



Dialog:

Action:

-BEAM OF LIGHT ILLUMINATES ICE GOLEM.

Timing:

Production :

EPIISODE # 1042-260

# ADVENTURE TIME



Page 018

Sc. 001

Pnl. 11

Bg.

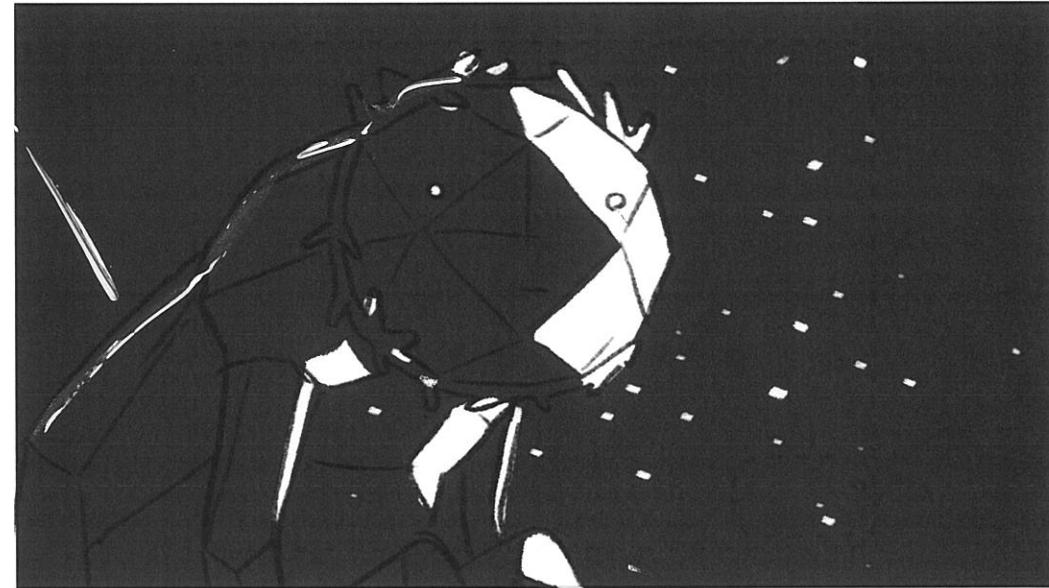
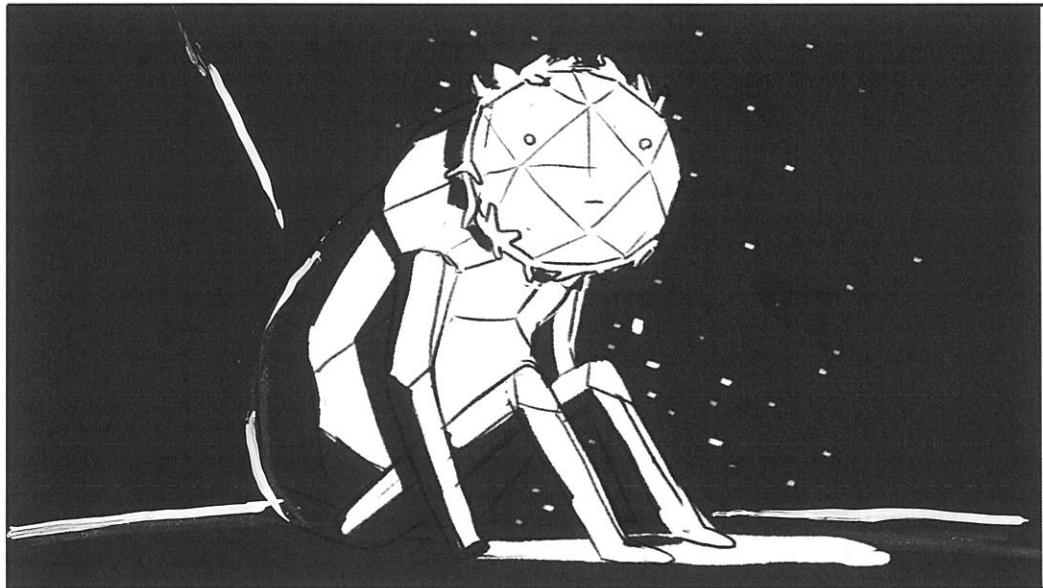
day night

Sc. 001

Pnl. JJ

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



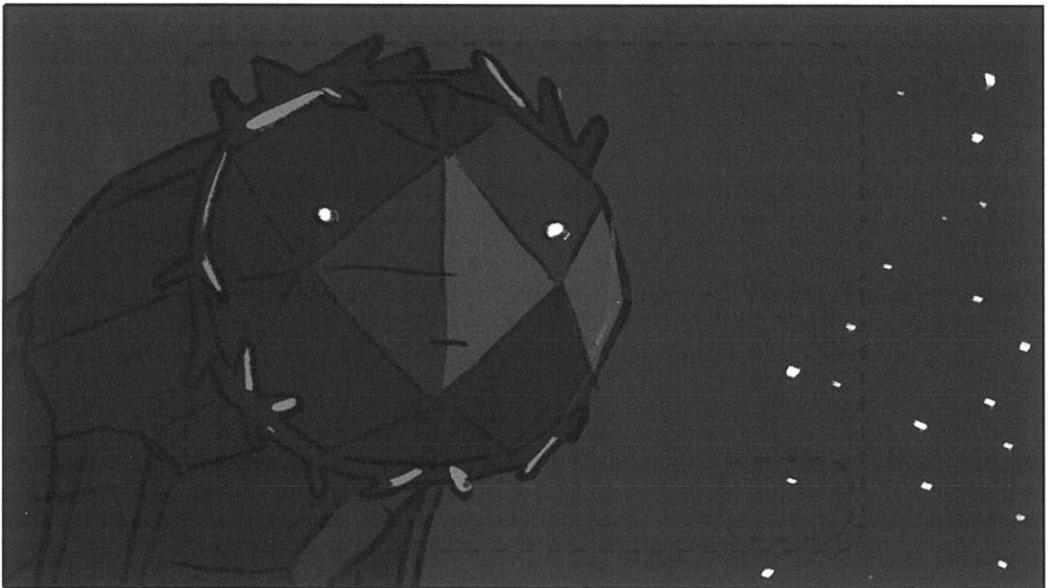
day night

Sc. 001

Sc. 001

Pnl. KK

Bg.

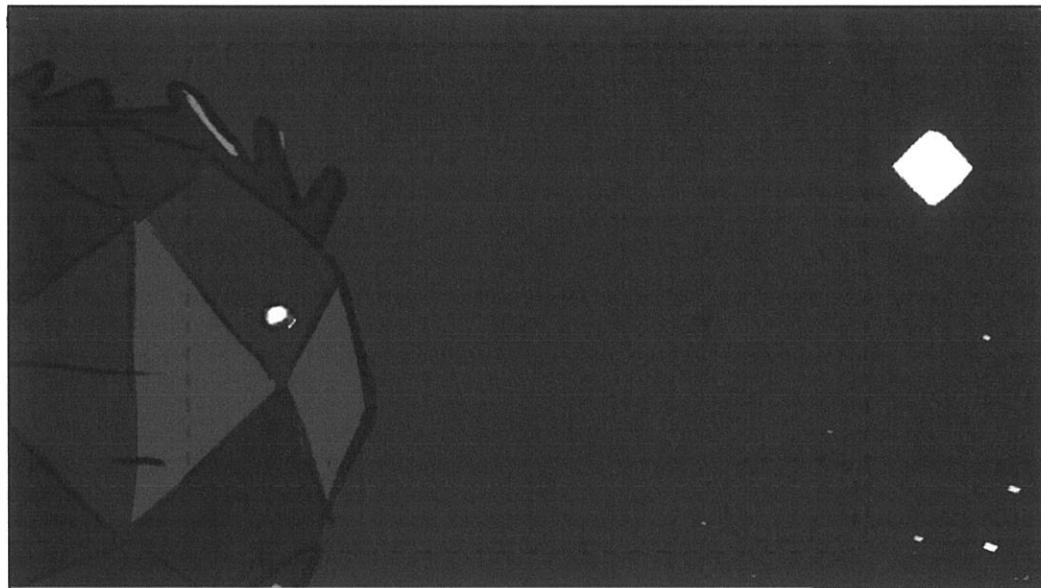


Sc. 001

Pnl. LL

Bg.

day night



Page 019

EPISODE # 1042-260

Production :

Dialog:

Action:

Timing:

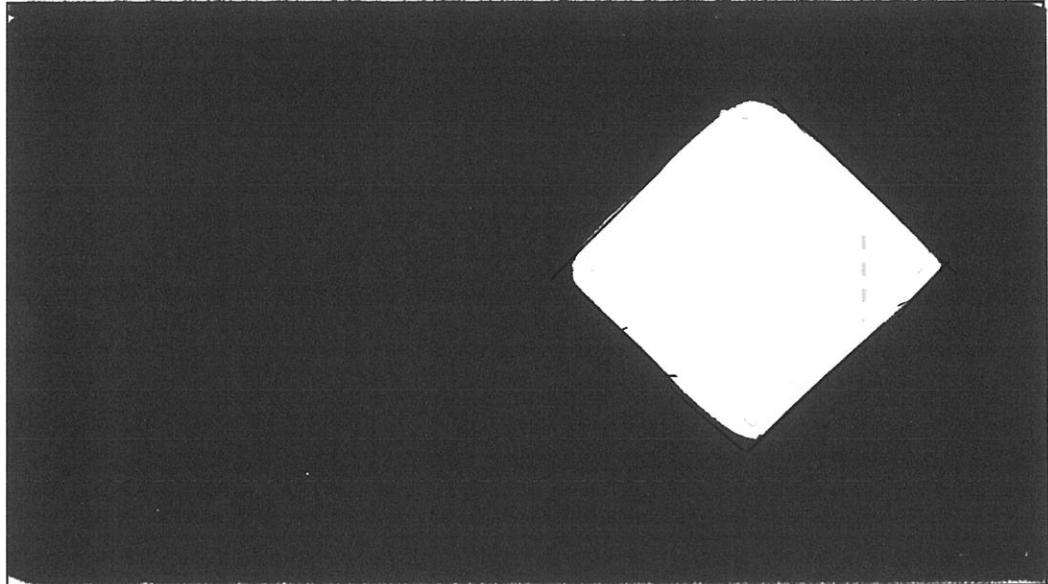
# ADVENTURE TIME



Page 020

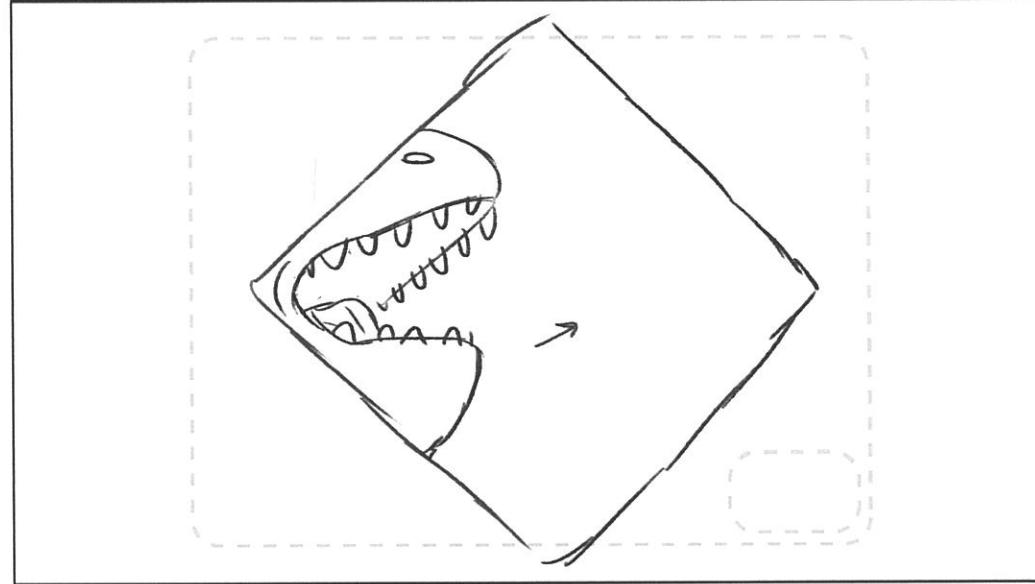
Sc. 001 Pnl. MM Bg.

day night



Sc. 001 Pnl. NN Bg.

day night



Dialog:

Action:

- FLAME PRINCESS DRAGON FLIES ON/S.

Timing:

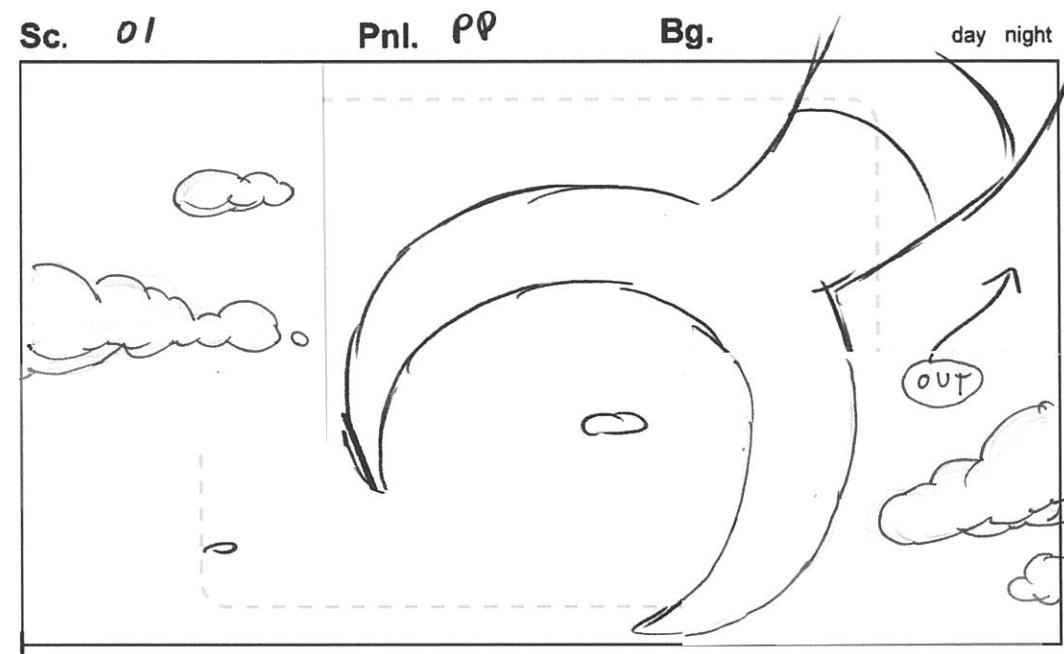
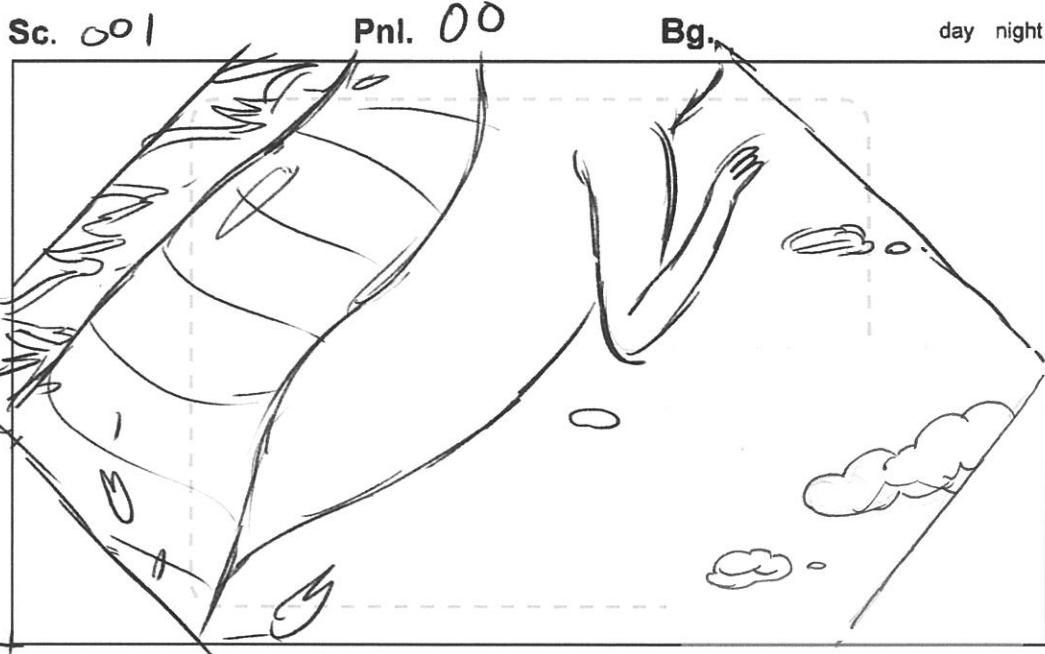
Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 021



Dialog:

Action:

-FP DRAGON CONTINUES PAST CAMERA.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 022

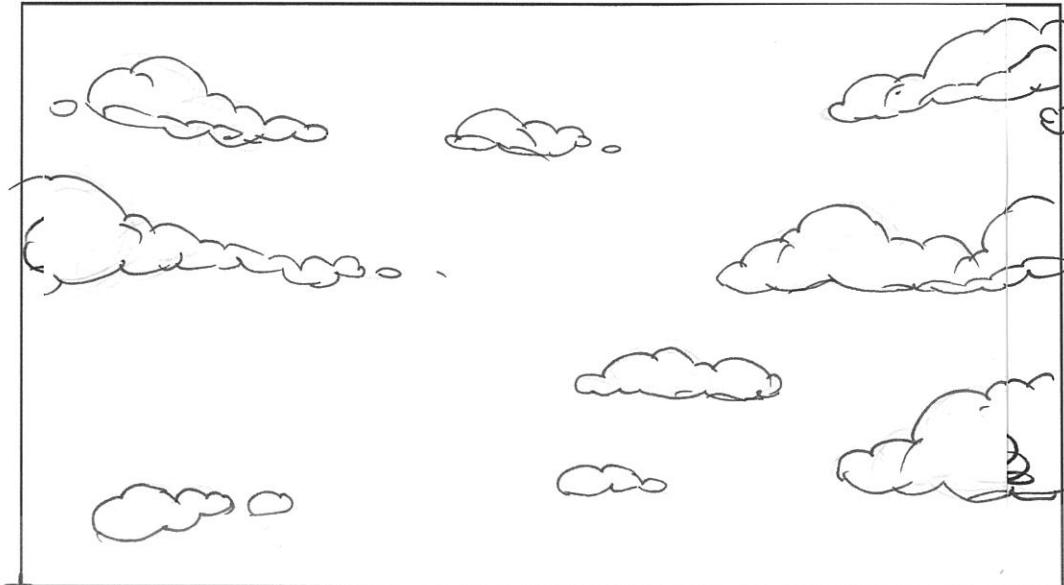
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Sc. 001

Pnl. QQ

Bg.

day night

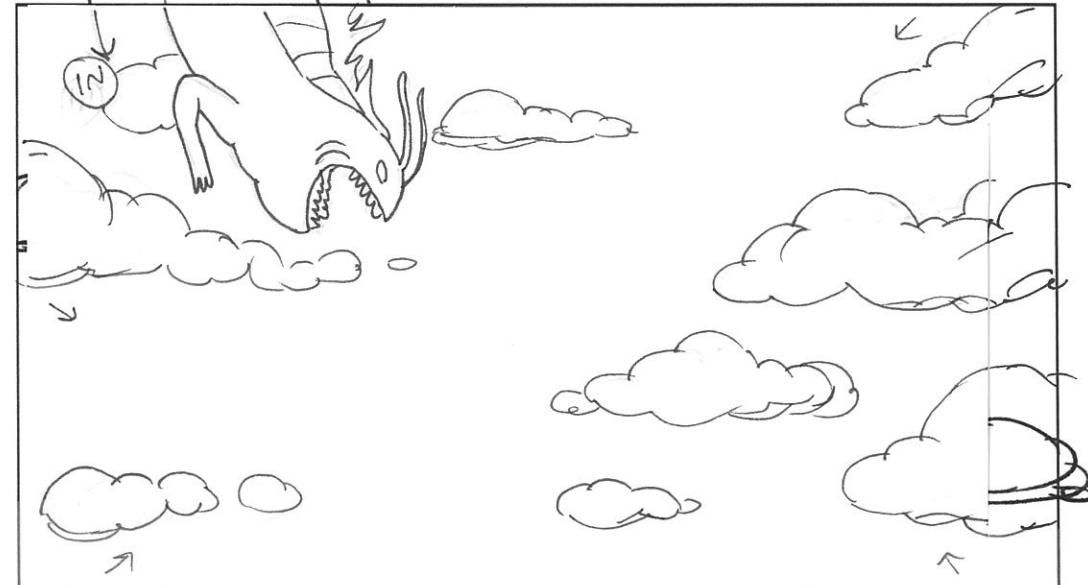


Sc. 001

Pnl. RR

Bg.

day night



Dialog:

Action:

-FP DRAGON swoops on/s.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 023

Sc. 001

Pnl. SS

Bg.

day night

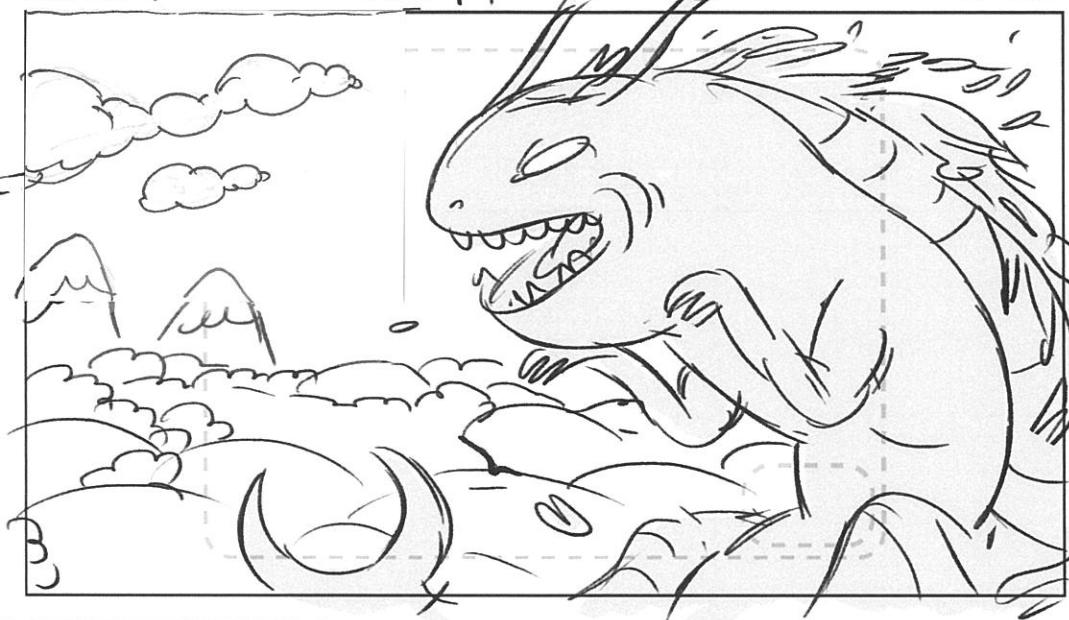


Sc. 001

Pnl. TT

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



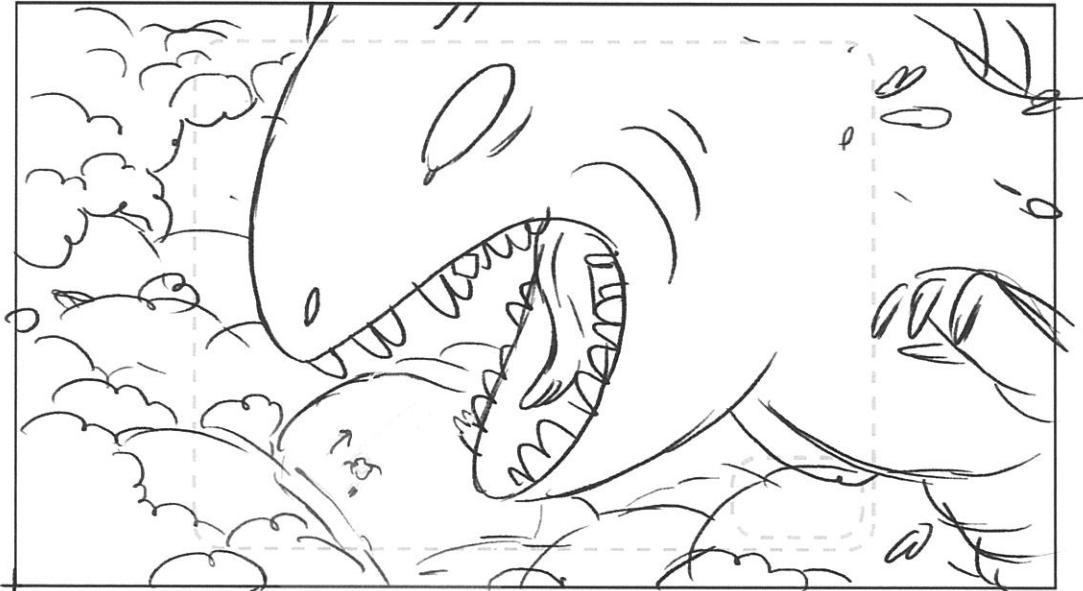
Page 024

Sc. 001

Pnl. UU

Bg.

day night

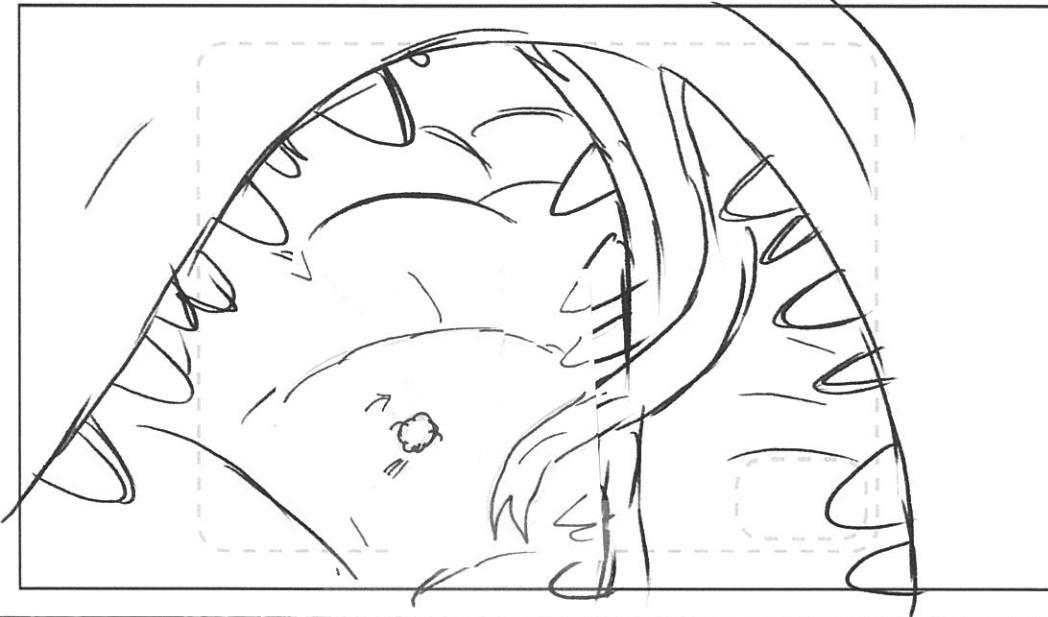


Sc. 001

Pnl. VV

Bg.

day night



Dialog:

Action:  
- CAM FLIES BETWEEN FP DRAGON'S JAWS.  
- LSP "RUNS" INTO VIEW.

Timing:

EPISODE # 1042-260

Production :

# ADVENTURE TIME



Page 025

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Sc. 061

Pnl. WW

Bg.

day night

Sc. 001

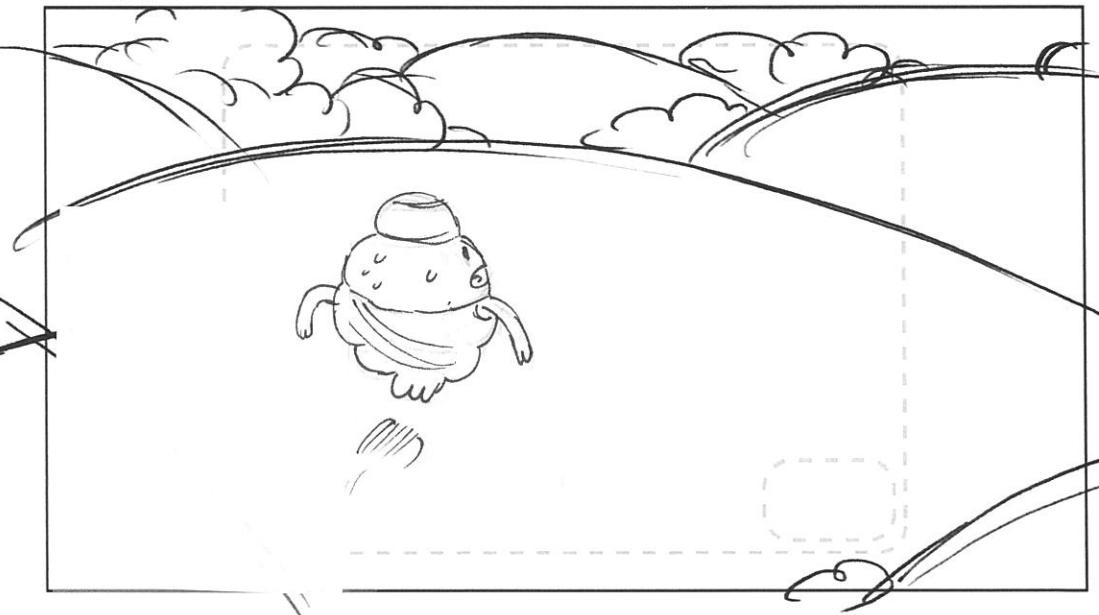
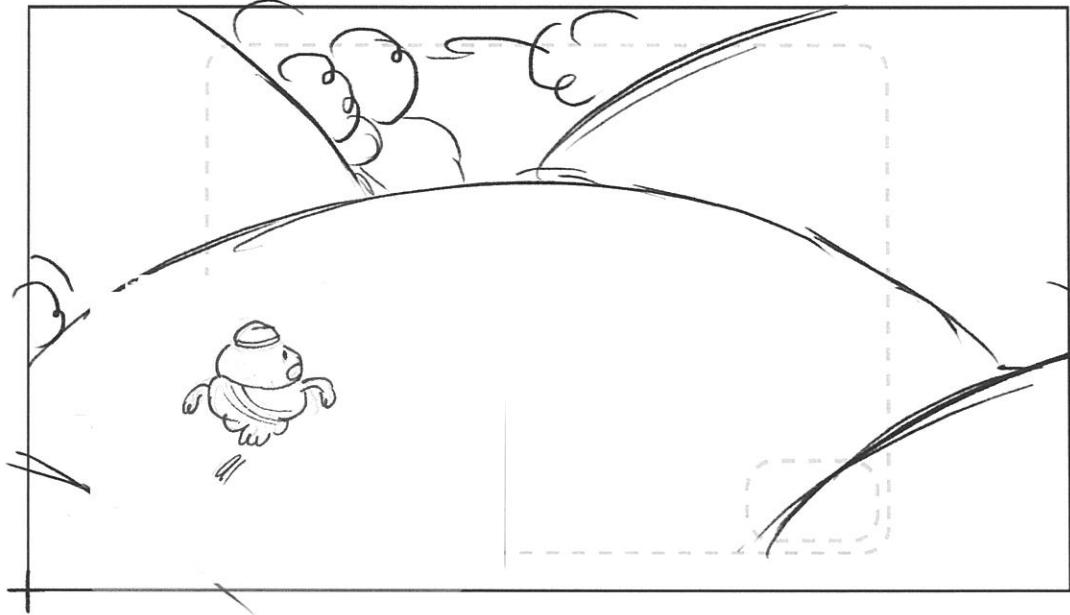
Pnl. XX

Bg.

day night

EPISODE # 1042-260

Production :



Dialog:

Action:

LSP WEARING OUTFIT  
From "SLIME PRINCESS"  
CENTRAL"

Timing:

# ADVENTURE TIME



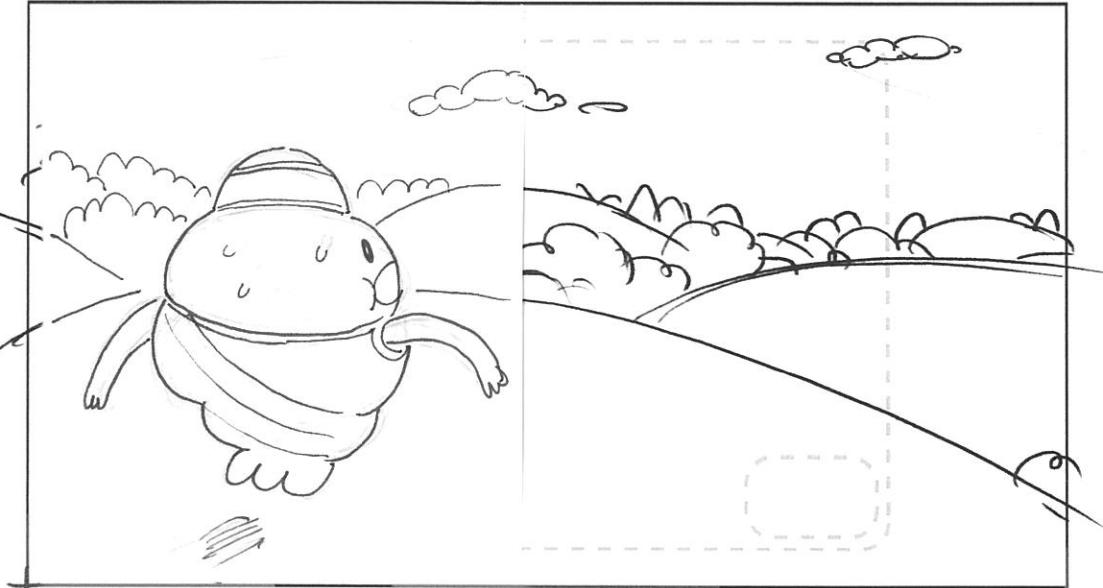
Page 026

Sc. 001

Pnl. 44

Bg.

day night

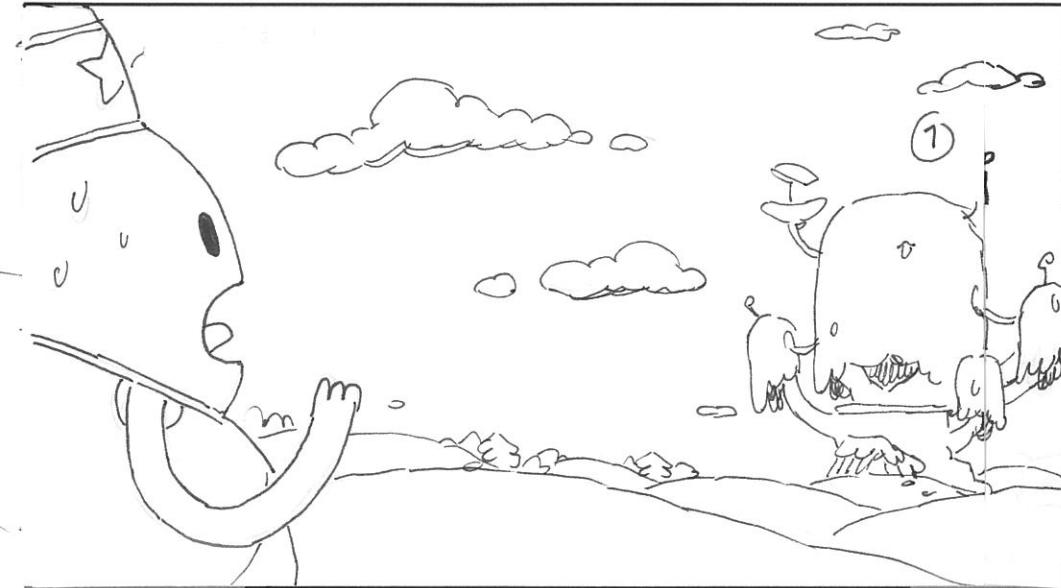


Sc. 001

Pnl. 22

Bg.

day night

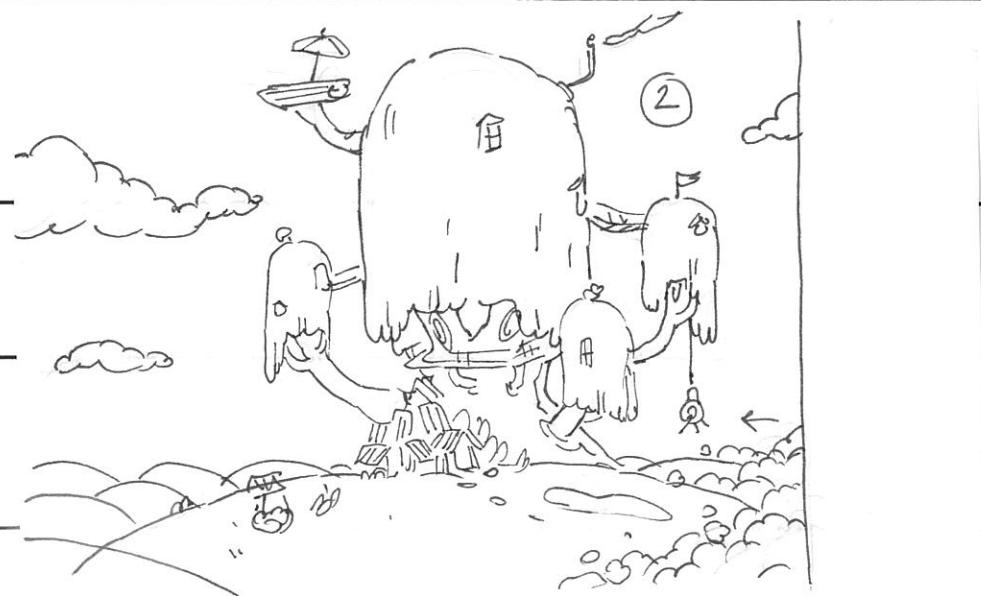


Dialog:

Action:

- CANDY TRANSFORMATION  
WAVE APPROACHES  
TREE HOUSE.

Timing:



Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 027

Sc. 001

Pnl. AAA

Bg.

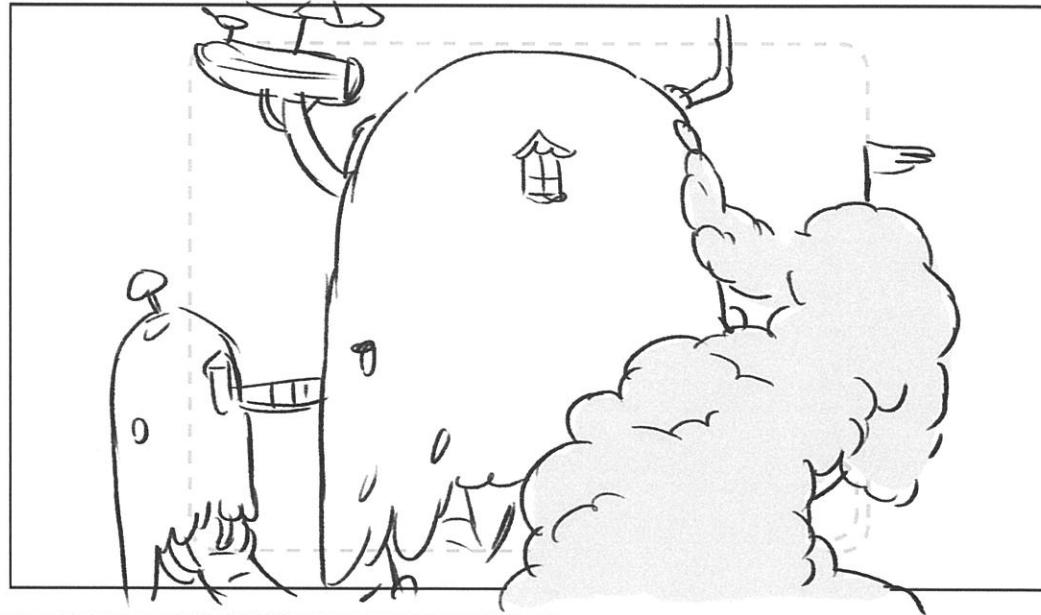
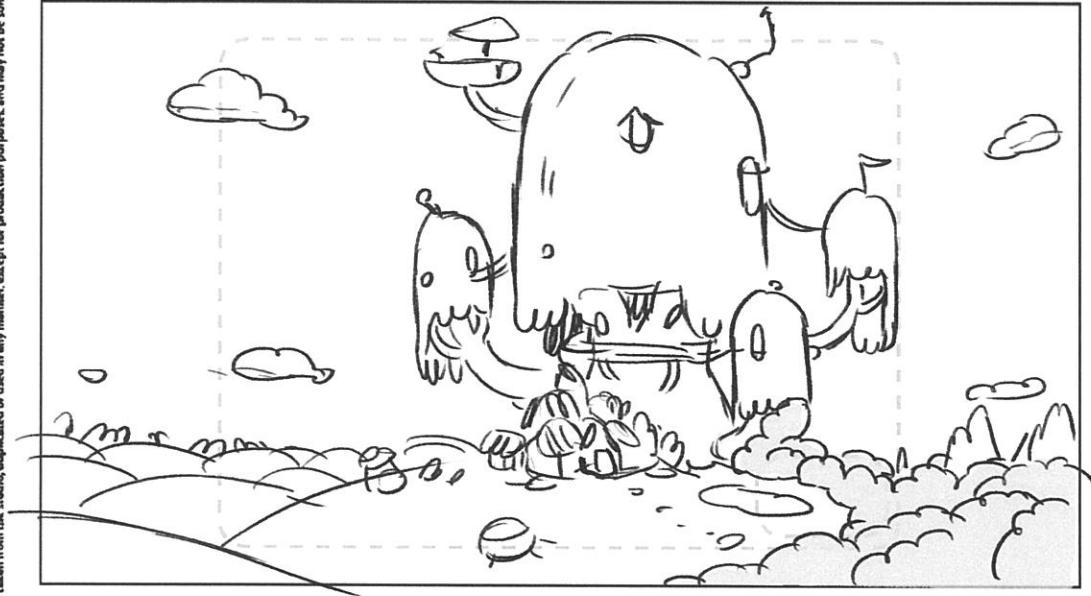
day night

Sc. 001

Pnl. BBB

Bg.

day night



Dialog:

Action:

-CANDY TRANSFORMATION OVERTAKES TREEHOUSE.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 028

Sc. 001

Pnl. CCC

Bg.

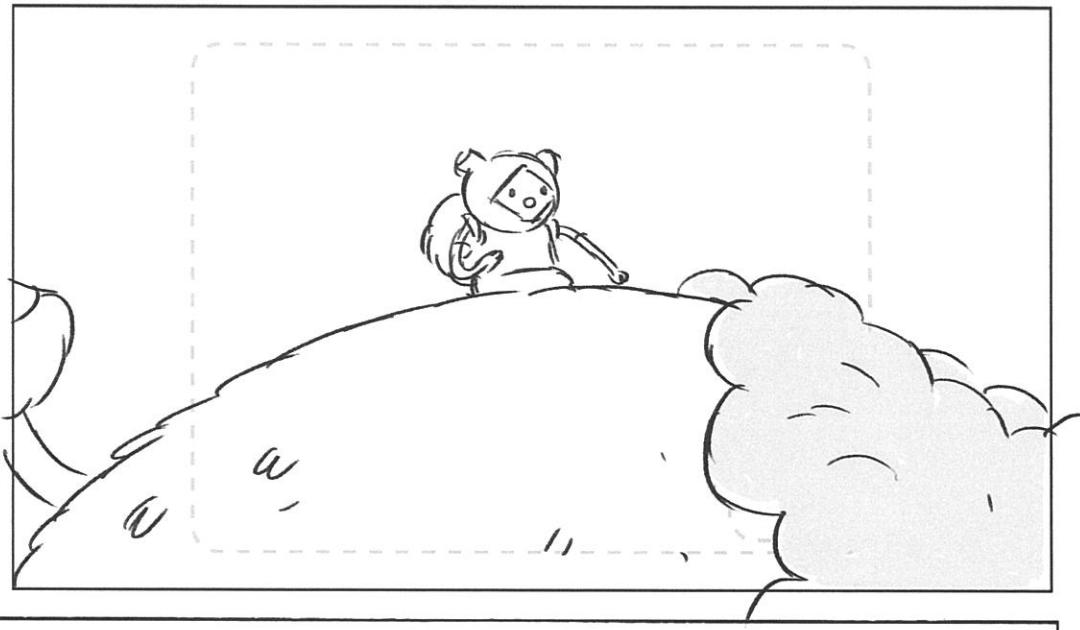
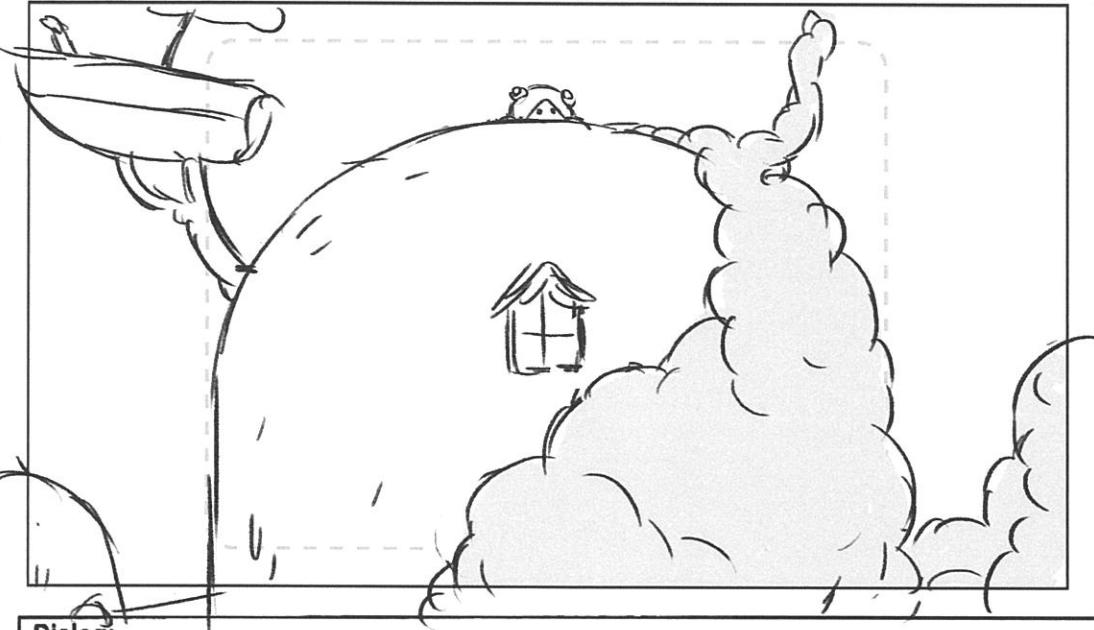
day night

Sc. 001

Pnl. DDD

Bg.

day night



Dialog:

Action: -FERN CLIMBS INTO VIEW.

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME

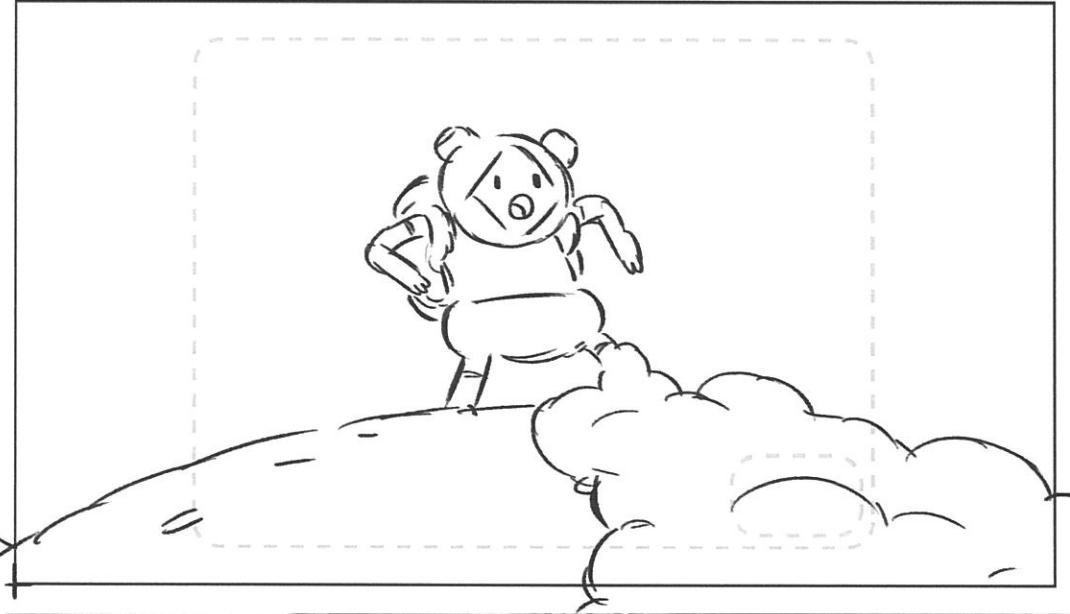


Sc. 001

Pnl. EEE

Bg.

day night



Sc. 001

Pnl. FFF A

Bg.

day night



Dialog:

Action:

- CANDY TRANSFORMATION OVERTAKES FERN,

Timing:

Production :

Page 029 A

EPISODE # 1042-260

# ADVENTURE TIME



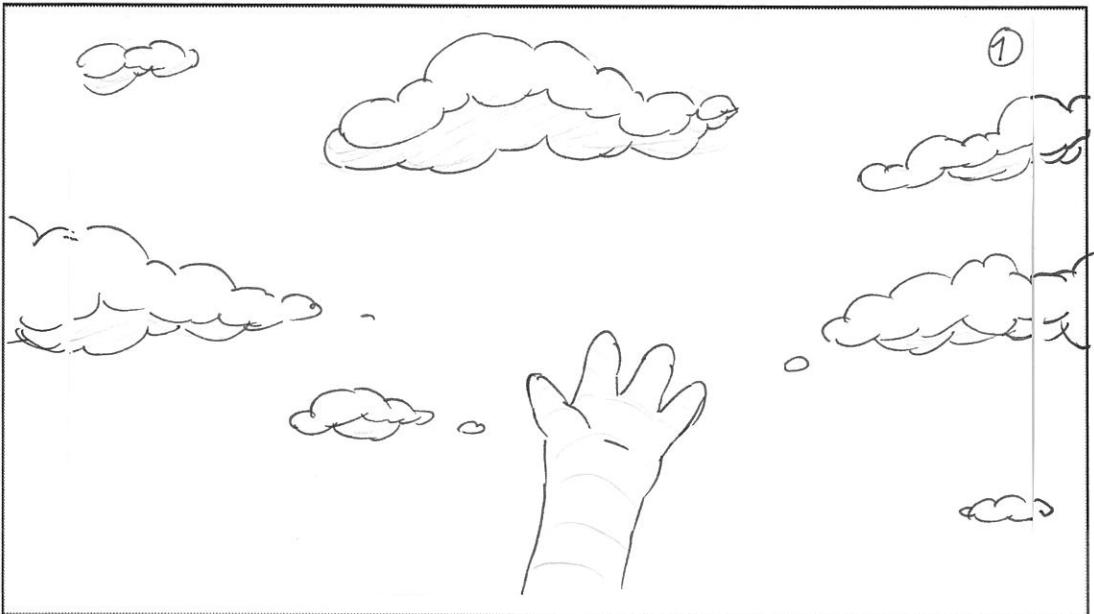
Page 029 ~~A~~ B

Sc. 001

Pnl. FPF B

Bg.

day night

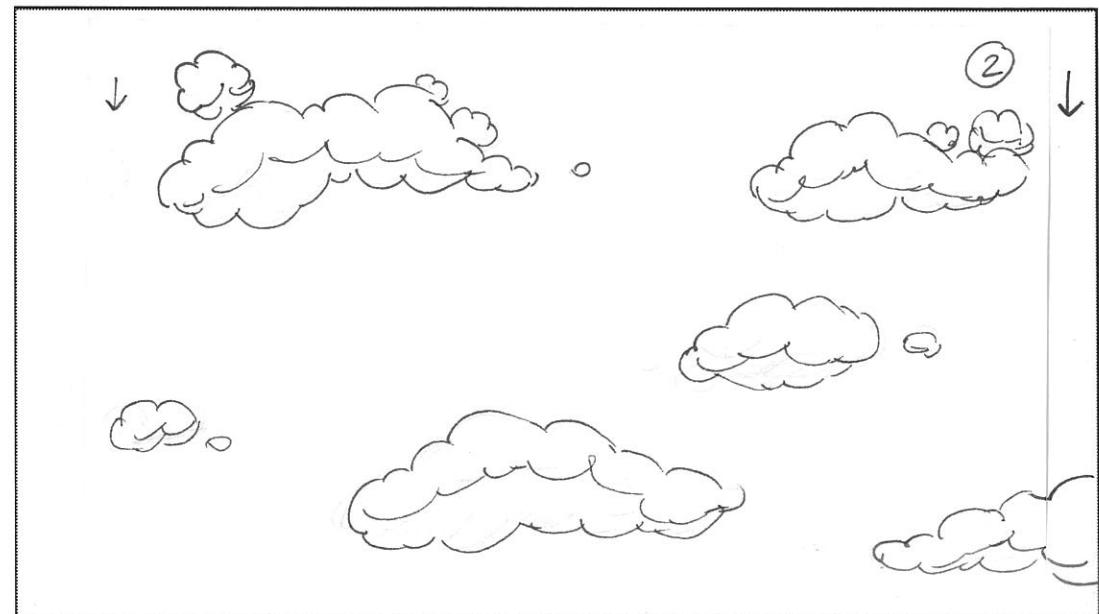


Sc.

Pnl. FFF C

Bg.

day night



Dialog:

Action:

-CAMERA SWOOPS UP TOWARDS CLOUDS,

Timing:

Production :   
EPISODE #

# ADVENTURE TIME



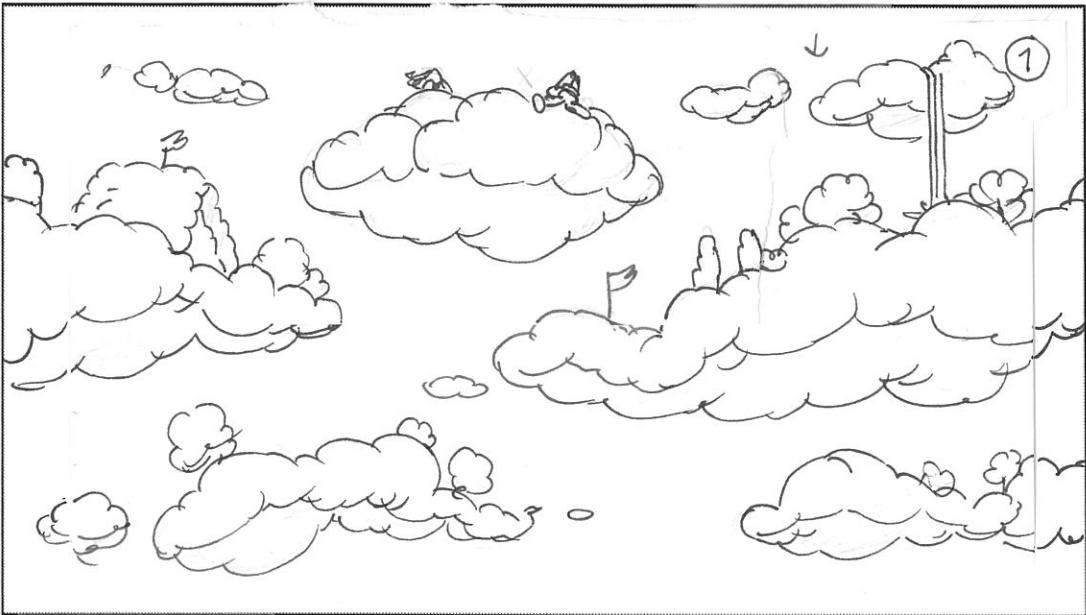
Page 030

Sc. 001

Pnl. G66

Bg.

day night



Sc. 001

Pnl. HHH

Bg.

day night



Dialog:

Action:

- BETTY LOOKS THROUGH TELESCOPE  
OVER THE EDGE OF CLOUD.

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 031

Sc. 001

Pnl. 11

Bg.

day night

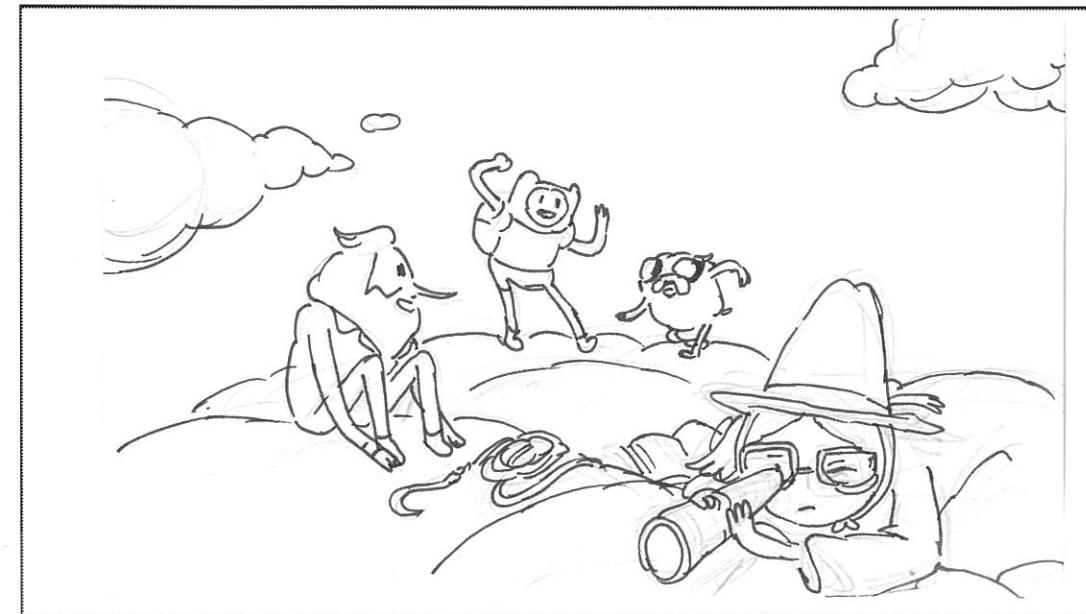


Sc. 001

Pnl. 33] A

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

# ADVENTURE TIME



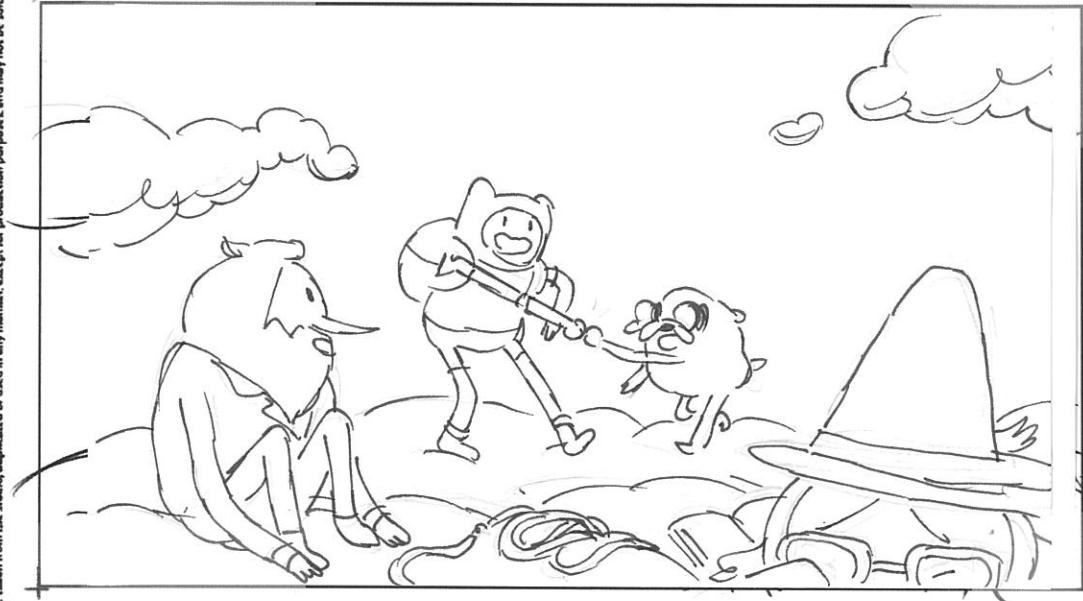
Page 032

Sc. 001

Pnl. CCC B

Bg.

day night

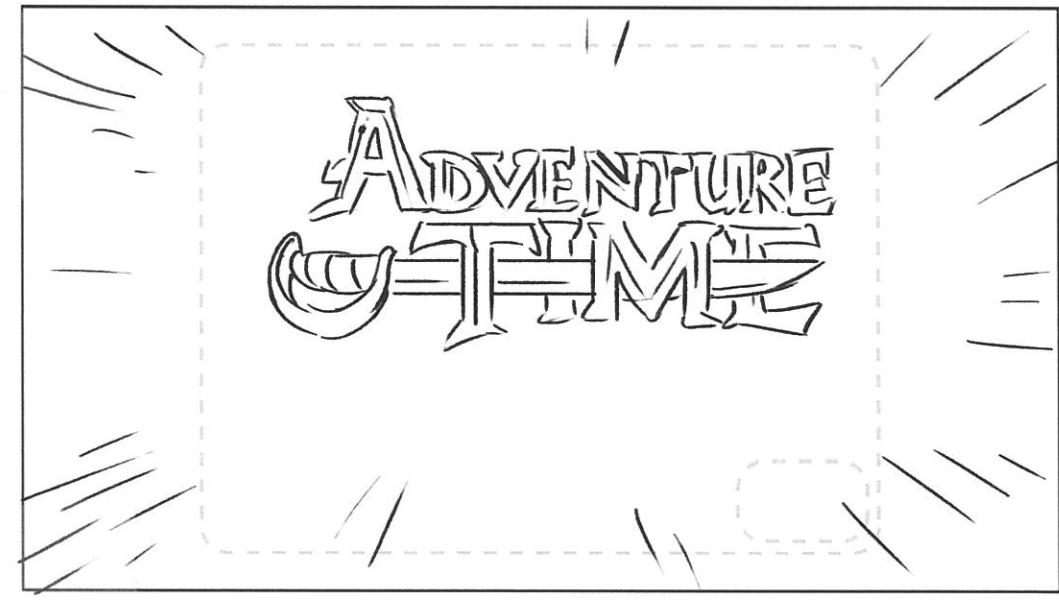


Sc. 002

Pnl. A

Bg.

day night



Dialog:

SFX: \* BOOM! \*

PRINCESS BUBBLEGUM : ↪ ADVENTURE TIME! ↪

Action:

Timing:

# ADVENTURE TIME



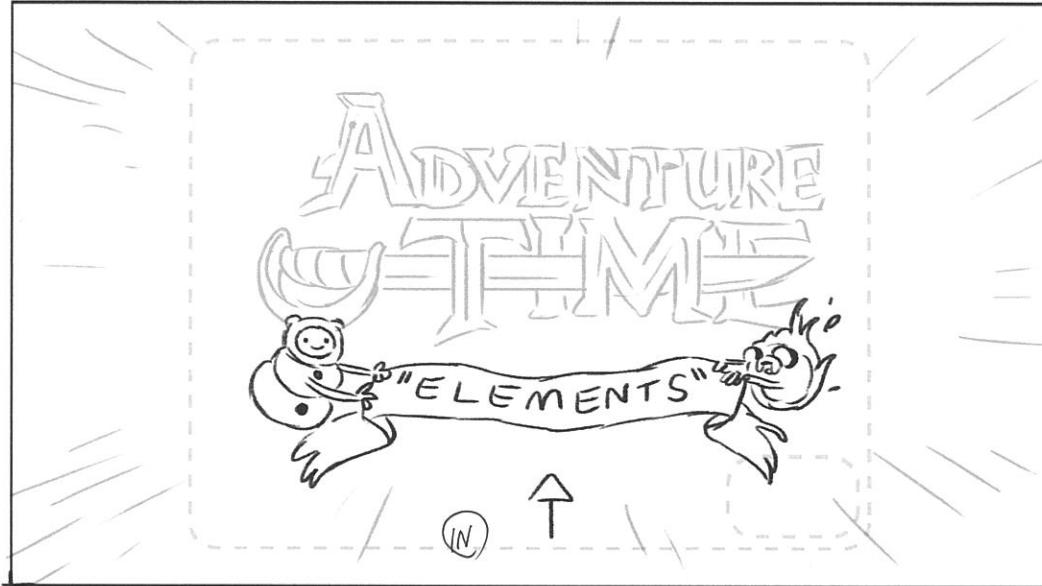
Page 033

Sc. 002

Pnl. B

Bg.

day night

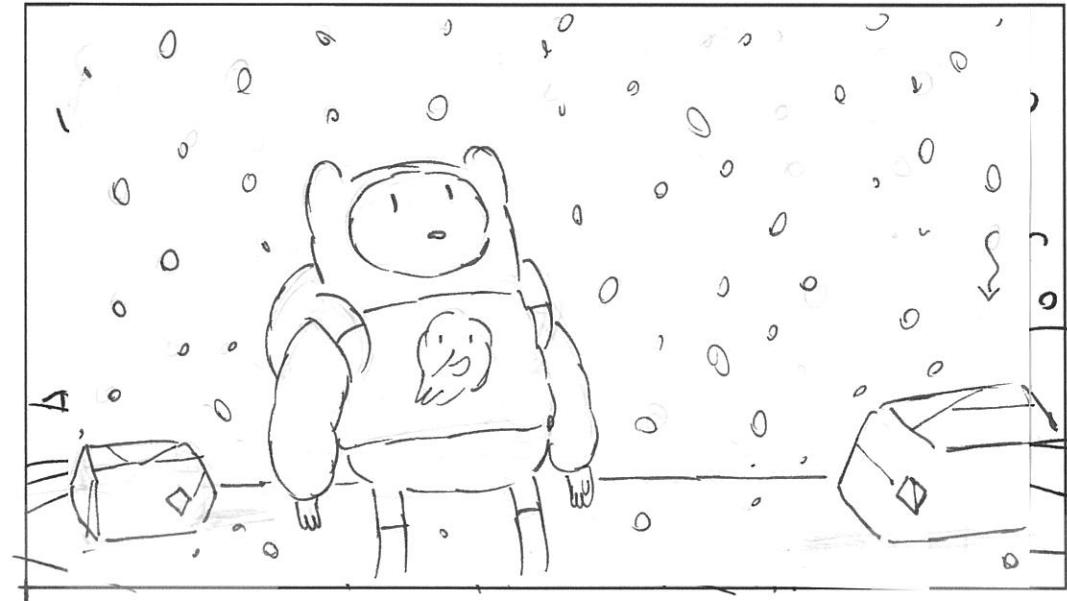


Sc. 003

Pnl. A

Bg.

day night



Dialog:

PB: JAKE COME ON GRAB YOUR FRIENDS-

Action:

- SNOW FINN + FIRE JAKE  
CARRY BANNER ON/S.

FROZEN  
PENGUINS

Timing:

# ADVENTURE TIME



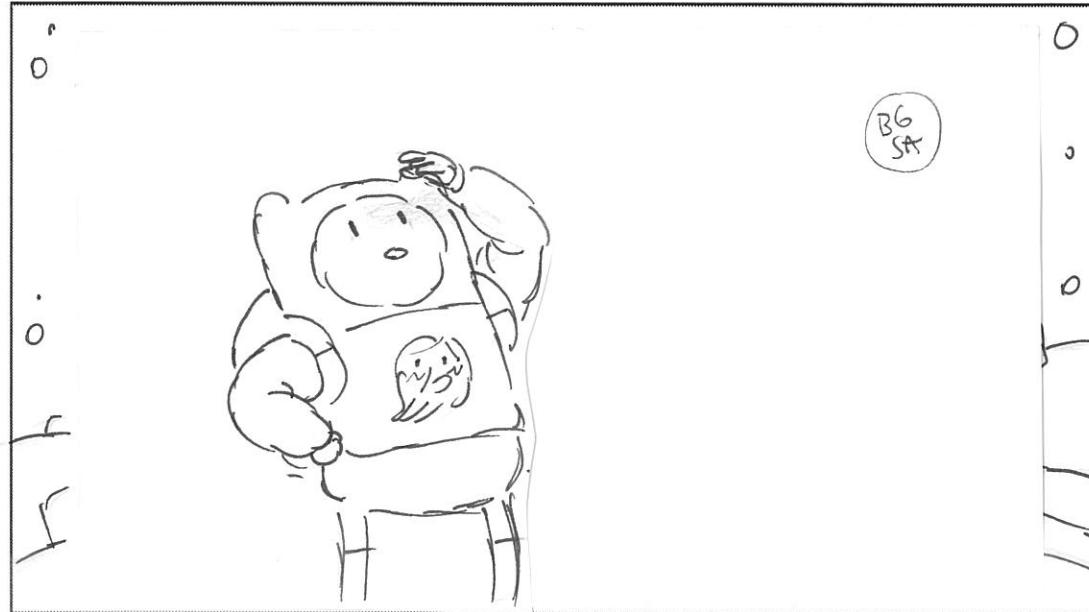
Page 033A

Sc. 003

Pnl. B

Bg.

day night

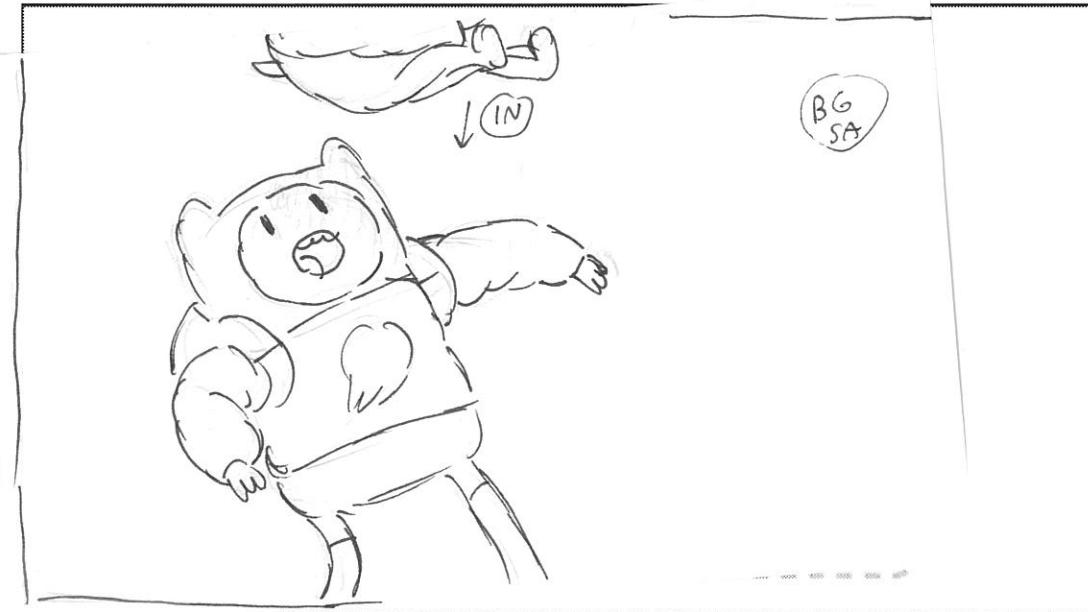


Sc. 003

Pnl. C

Bg.

day night



Dialog:

Action:

-F. LOOKS UP.

-J. FALLS ON/S.

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 034

Sc. 003

Pnl. C

Bg.

day night

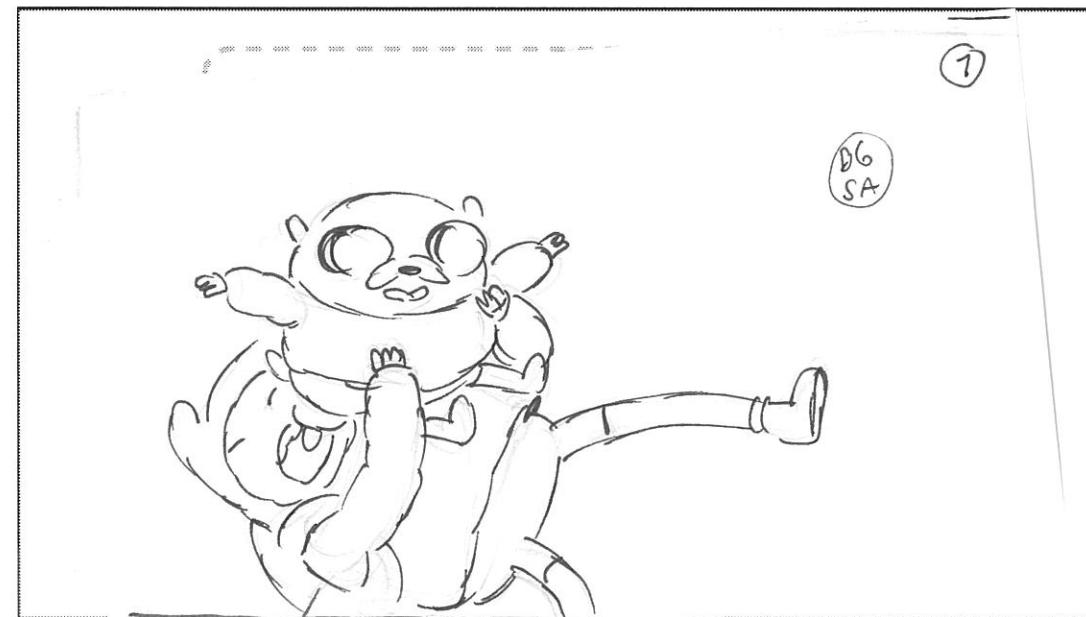
Sc. 003

Pnl.

D

Bg.

day night



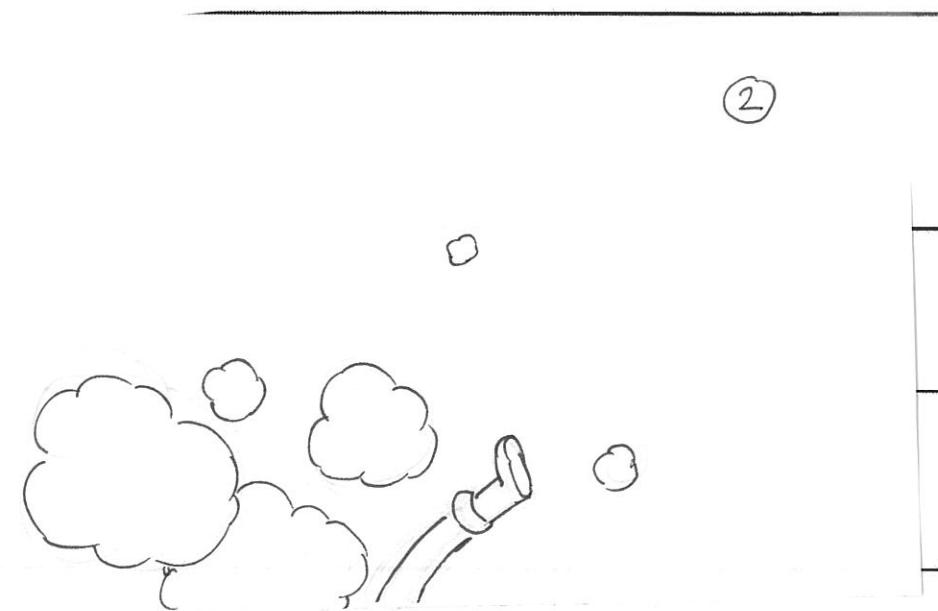
Dialog:

Action:

Timing:

EPISODE #

Production :



# ADVENTURE TIME



Page 035

Sc. 004

Pnl. A

Bg.

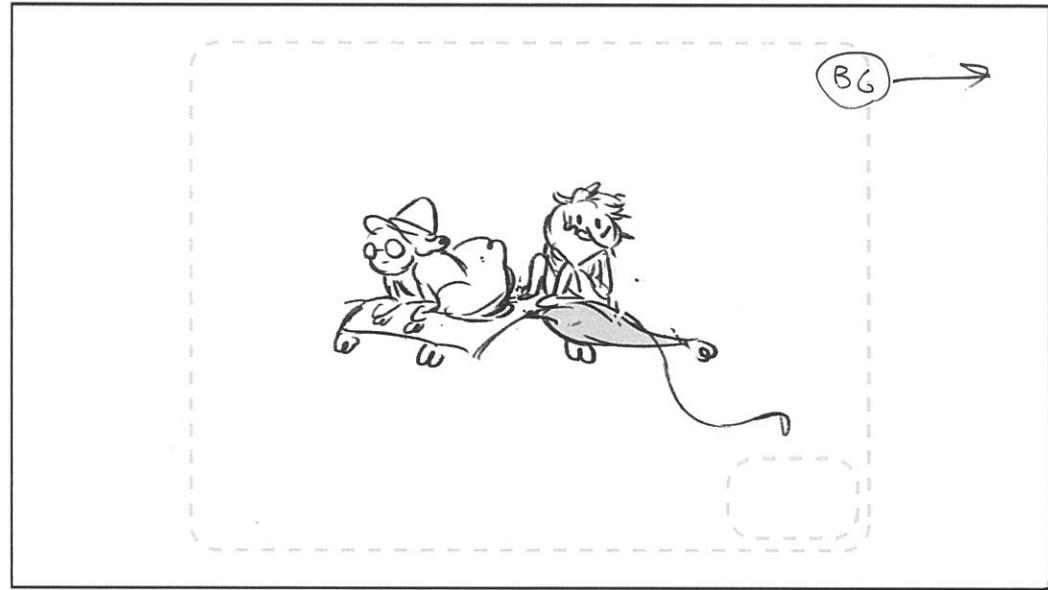
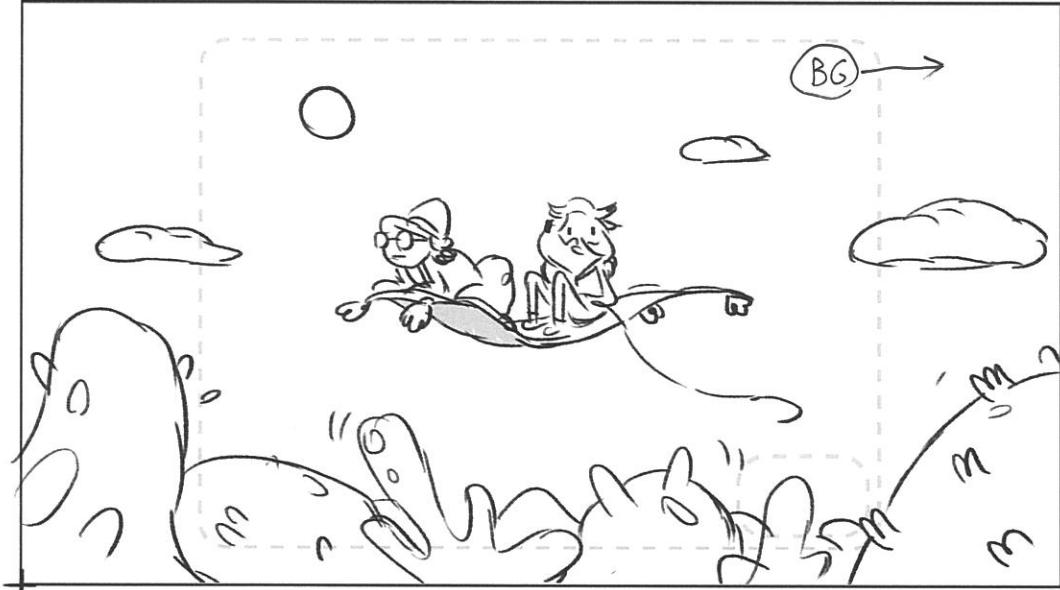
day night

Sc. 004

Pnl. B

Bg.

day night



Dialog: PB:

WE'LL GO TO VERY MESSED-UP LANDS-

Action:

- SLIME KINGDOM



CARPET FOLLOW "WAVES"  
DOESN'T FLAP

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 036

Sc. 005

Pnl. A

Bg.

day night



Sc. 005

Pnl. B

Bg.

day night



Dialog:

PB: ↗ WITH FINN --

Action:

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Sc. 005

Pnl. C

Bg.

day night



Sc. 005

Pnl. A

Bg.

day night



Dialog:

PB: J -- AND JAKE

Action:

Timing:

Page 037

EPISODE # 1042-260

Production :

# ADVENTURE TIME



Page 038

Sc. 005

Pnl. B

Bg.

day night



Sc. 005

Pnl. ~~B~~ C

Bg.

day night



Dialog:

PB: - ICE-KING

PB: - AND BETTY

Action:

Timing:

EPISODE # 1042-260

Production :

# ADVENTURE TIME



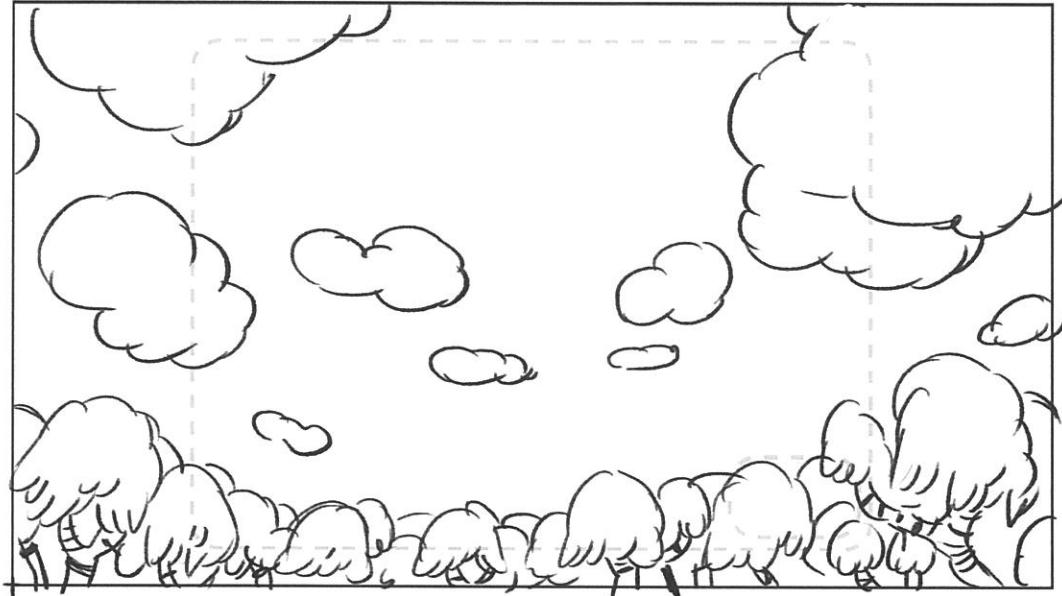
Page 039

Sc. 006A

Pnl. A

Bg.

day night

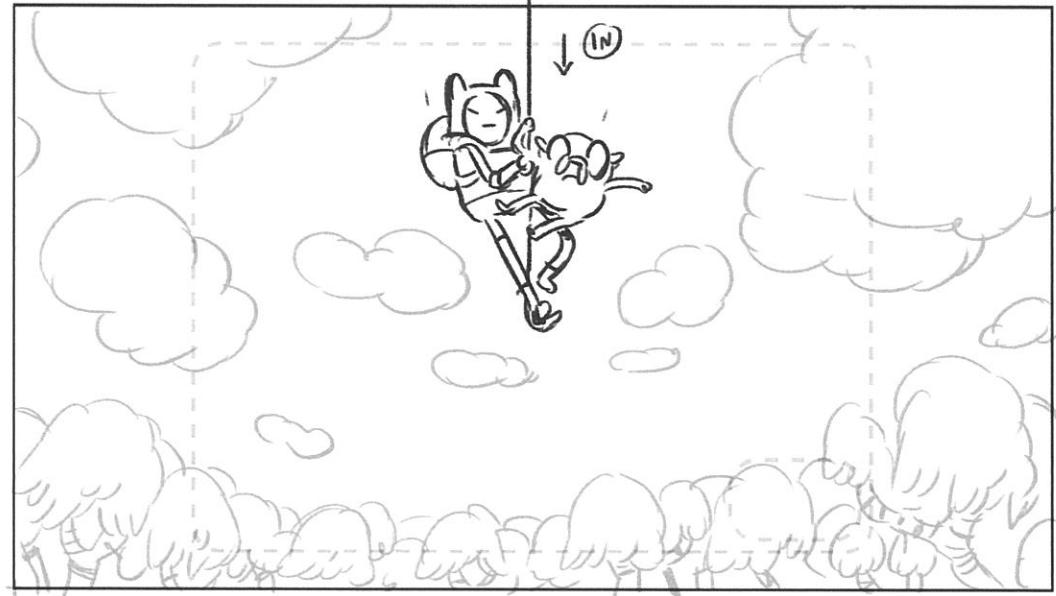


Sc. 006A

Pnl. B

Bg.

day night



**Dialog:**

**Action:**

CANDY FOREST

-F+J DRop QN/S ON SKHOOk.

**Timing:**

Production :

# ADVENTURE TIME



Page 040

Sc. 006A

Pnl. C

Bg.

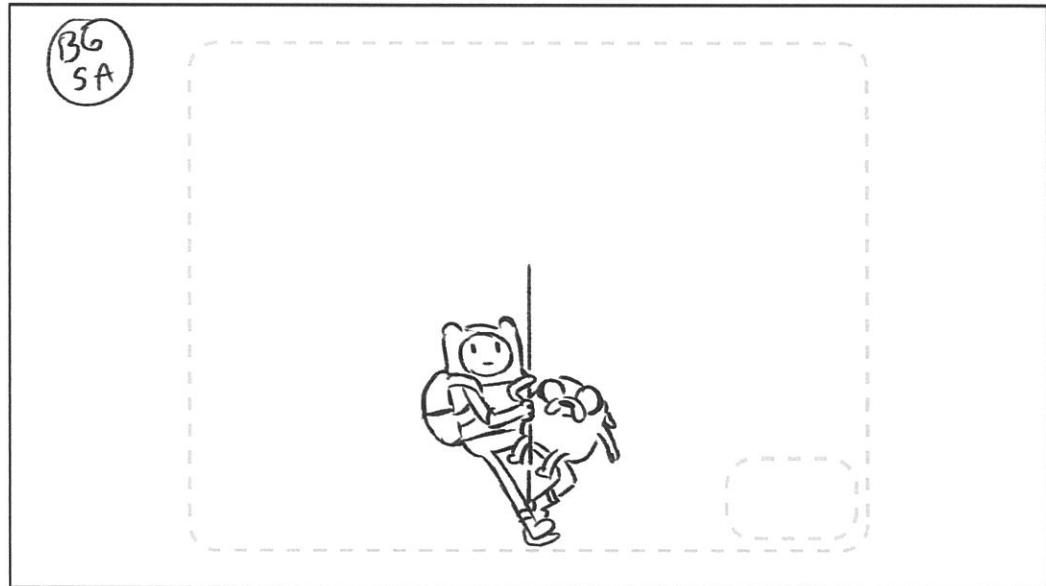
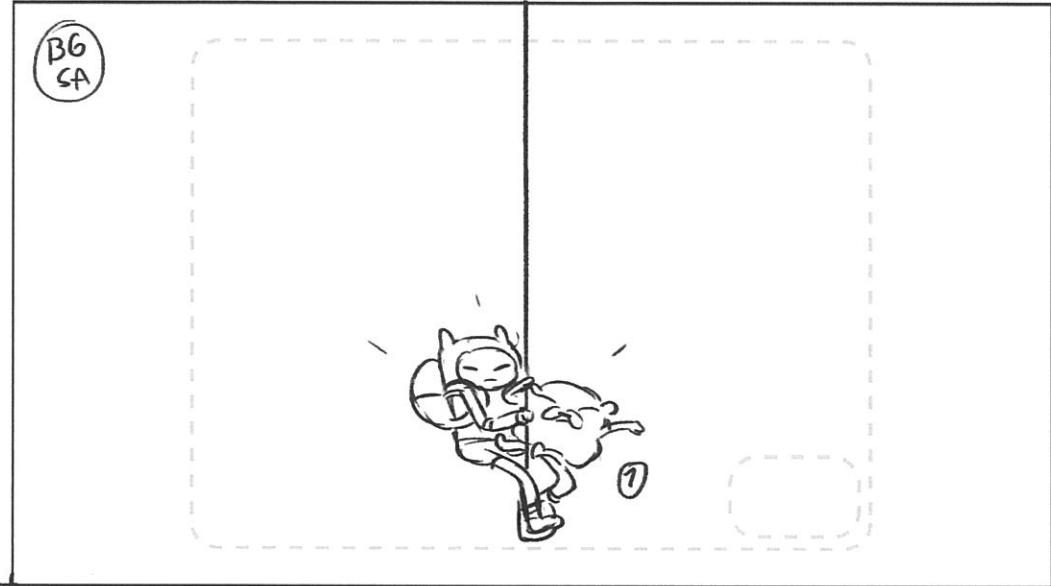
day night

Sc. 006A

Pnl. D

Bg.

day night



Dialog:

PB: 53 WHO KNOWS HOW IT WILL END? -

Action:



Timing:

+

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 041

Sc. 006A

Pnl. E

Bg.

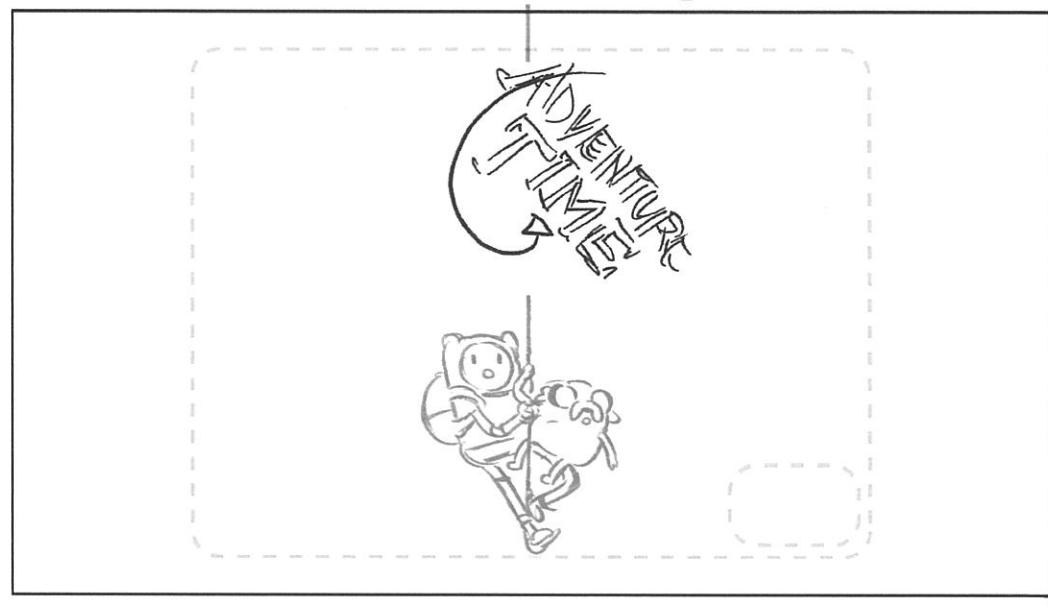
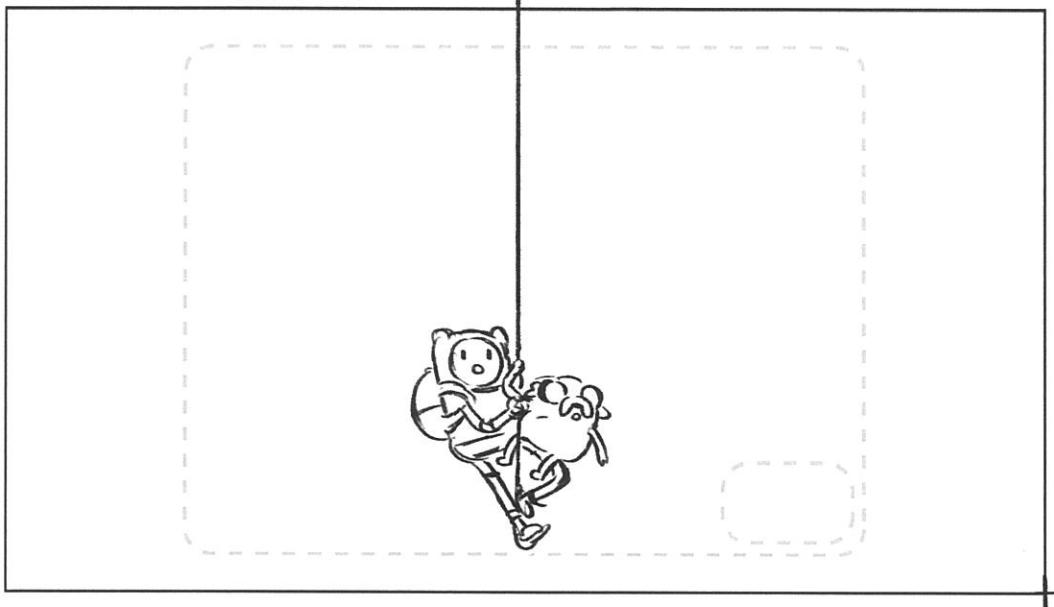
day night

Sc. 006A

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1042-260

# ADVENTURE TIME



Page 042

Sc. 006A

Pnl. G

Bg.

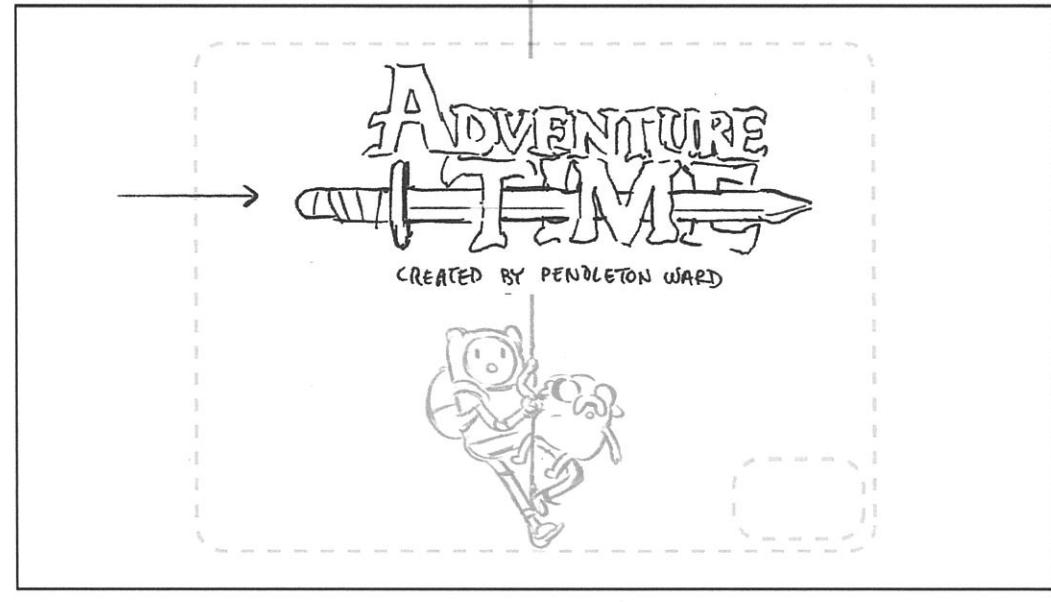
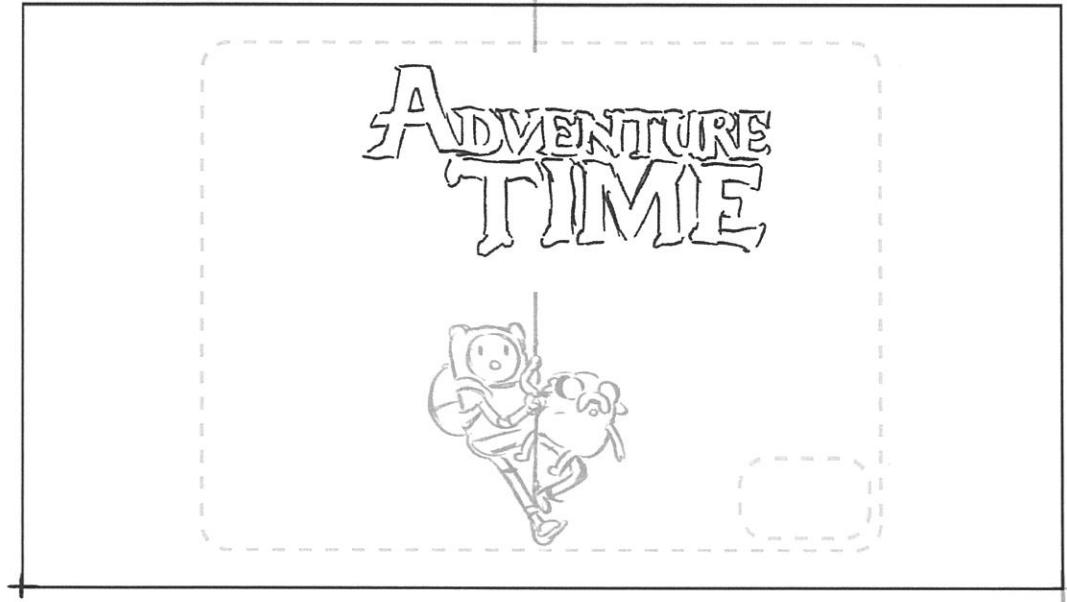
day night

Sc. 006A

Pnl. H

Bg.

day night



**Dialog:**

PB: „IT'S ADVENTURE TIME!“

**Action:**

**Timing:**

(END)

Production :

EPISODE # 1042-260